Game Design, Animation and Simulation 2022-23

Long Term Project: Final Complete Game

Standards:

IT-GDAS-1, IT-GDAS-2, IT-GDAS-3, IT-GDAS-4, IT-GDAS-5, IT-GDAS-6, IT-GDAS-7, IT-GDAS-10, IT-GDAS-11, IT-GDAS-12

Project Task:

The students will work together as a whole team or in groups to develop a final, full game, complete with GUI menus. They will divide tasks and roles amongst each other and finish by bringing their individual efforts together into one program per group. (2-4 people in a group, depending on class size.)

Time to Complete:

4 weeks (10 hours)
April 10th - May 5th
Week 1: Planning, Synopsis, task assigning
Week 2: Asset creation, Programming
Week 3: Asset creation, Programming, UI design
Week 4: Programming, Testing, Compiling, Presenting

Goal:

The goal of the Long Term Project is to allow each student to identify areas of personal interest and ability, assign roles to match those abilities and simulate working as a team in a work environment. The instructors will focus on keeping each student accountable to their tasks and deadlines, so the team can succeed in their simple program design.

Skills / Tasks Required:

- Due Apr. 10th: Form a team and set roles
- Due Apr. 14th: Write a Project Scope Document
  - Company Name

- ○ Program Name
- ○ Roles
- ○ Game Description
- ○ First Level Description
- ○ Win / Lose conditions
- ○ Project Tasks
- Due Apr. 26st: 3D Modeling / Texturing of Assets
- Due Apr. 26st: Animation of Assets
- Due Apr. 26st: Export/Import to Unity and Prefab creation
- Due Apr. 28st: Graphical User Interface (GUI) Design
- Due Apr. 28st: C# Programming
- Due May 4th: Build and Testing. Final Build.
- Due May 4-5th: Presentation of Program to class

Result:

Each group will export an .EXE or .APK with their finished program and at least one level that contains a success and fail conditions. Each group will present their game to the class.

Grading Rubric:

Assignment/Task	On Time (5)	Task Accuracy (5)	Total Points (10)
Form a team; set roles			
Project Scope Document			
List of Design Tasks			
3D Modeling Assets			
3D Texturing Assets			
Animation of Assets			
Exporting Assets from Blender			
Create Project Directories			
Use Naming Conventions			
Import to Unity / Setup Prefabs			
Graphical User Interface (GUI)			
Scripting / Programming			
Build and Test Program			
Presentation	Document(15)	Oral(15)	
Total Points Possible: 160			