

# CS3540 – Group Project

## Project

For the course project, students will work in groups of 2,3 or 4 to develop a small game of their own choosing and design in Unity. There are several milestones as part of the project to encourage an iterative development process.

You may use any non-script assets from the Unity Asset Store to improve the aesthetics and polish of your game (ie, meshes, shaders, sounds, etc.). You may use a *small* number of script assets from the Asset Store, but the majority of the project scripting must be done by your group. That is, **you must script all the features listed in your project proposal.**

## Project Turnin

Each project group should designate a member who is responsible for turning the project milestones in on Blackboard. Only that member needs to turn in the milestones.

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## Stage 1 – Project Proposal (*Due on January 22,2019*)

- A pdf file named **group** containing:
  - Your group name.
  - Your group members, clearly indicating who in the group is responsible for turnin.
- A pdf file named **description** containing:
  - A high-level description of your project. What does the player do? What are the mechanics? Is it 2D or 3D? Are there existing games that it is similar to?
- A pdf file named **schedule**, containing:
  - A schedule of features to be developed for each milestone.
    - This should be in "checklist" format.
    - Each feature should indicate a M(ust), S(hould), or C(ould) priority.
    - Each milestone must have *at least* two Must and one Should features.
- An image file containing a sample blueprint of your game scene

You can start from the [template](#). See examples for [match three game](#)

## Stage 2 – Project Playtesting and Checkpoints 1 & 2

The outline for both checkpoints is same as below.

*Project Playtesting and Checkpoint 1 – Due on February 15, 2019*

*Project Playtesting and Checkpoint 2 – Due on March 22, 2019*

### Playtesting

For each playtesting milestone, groups must bring to class a *playable* version of their game. At least one group member should playtest their game while others go to play the games of other groups.

You should follow the "think-aloud" procedure discussed in class, and take notes in preparation of turning in the checkpoint.

Your game version should be designed to answer a question about your game's design and you should discuss the question and how it was answered in your checkpoint writeup. Questions could range from "Do players use the powerup system?" to "Are players able to beat the AI?" to "Do the colors and shapes of the pieces make sense?".

### Checkpoints

The goal of the checkpoints is to update, adjust, and potentially re-scope projects based on progress and feedback gained from playtesting.

Turn in a zip file containing:

- A folder containing the code for your Unity project, suitable for running in Unity.
- A pdf file named "group" containing:
  - Your group name.
  - Your group members.
- A pdf file named "assets", containing information on where the assets for you game came from:
  - What assets did you get from the Unity Asset Store or the web, and where did they come from? What license do they use?
  - Did you follow any online tutorials?
  - Specifically, which script (and art assets) did you create entirely yourself?
- A pdf file named "playtesting", containing notes from playtesting:
  - What question about your game did you want to answer? What answer did you find?
  - Which features of your game worked the best or were well received?

- Which features of your project could be improved? Were there any features or interface elements that were difficult for users to figure out?
- Did you notice anything surprising or unexpected?
- What changes, if any, are you planning to make in response to the playtesting?
- A pdf file named “schedule”, containing an update to your schedule:
  - Which features for the current (and previous) milestones were completed? Check off the ones that were.
  - Updates for the remaining milestones (including and features for previous milestones that still need to be implemented).

### **Stage 3 – Project Presentation and Final (Due on April 16, 2019)**

#### **Presentation**

Each group will give a short ~ 5 - 7 minute presentation in class about their game. It should include:

- A demonstration of the game, either as a live demo or a video.
- A brief [postmortem discussion](#) of your development process. Include at least 2 "rights" and 2 "wrongs".

#### **Final**

Turn in a zip file containing:

- A folder containing the code for your Unity project, suitable for running in Unity.
- A pdf file named “group” containing:
  - Your group name.
  - Your group members.
- A pdf file named “assets”, containing information on where the assets for you game came from:
  - What assets did you get from the Unity Asset Store or the web, and where did they come from? What license do they use?
  - Did you follow any online tutorials?
  - Specifically, which script (and art assets) did you create entirely yourself?
- A pdf file named “reflection”, containing a short reflection on your iterative development process:
  - Were you able to complete most of the features you originally planned?
  - How different was your final game from the original game you envisioned?
  - How useful was the information you got from playtesting?
- A pdf file named “schedule”, containing the final status of your proposed schedule:
  - Which features were completed? Check off the ones that were.