

# Final Project

**Part 1** Demo in class on **11/11**

**Part 2** Demo in class on **11/18**

**Part 3** Demo in class on **12/2**

**Final** Demo in class on **12/9**

The goal of this assignment is to make a game in four weeks (five if you count Thanksgiving)! You may find it difficult to work without many constraints, so feel free to add constraints as needed. You will practice working in a team and continue to develop your skills building games in Unity. The constraints are:

- No shooting violence or pornography.
- Add more of your choosing to help your creative process.

For the team working in VR, ensure you add:

- Don't make the player motion sick

For the team working on the Peace Superheroes IP, ensure you add:

- Help the player learn a real-life non-violent conflict resolution skill
- Stay true to the Peace Superheroes IP
- Collaborate successfully with the external clients

As usual, when showing your work to the class, you must provide a URL where all your work is available, including the game, a gameplay video, and any supporting materials.

## **Part 1**

Create a website (and send the URL) with the following content:

- A 30-60 second gameplay video.
- For the non-VR and Peace Superhero projects, include a web build
- A link to your source files for the project (including art and code)
- Full names and roles of your team members
- Any supporting material you'd like to include

The experience will obviously still be rough because you will have only had one week to work on it, but please ensure you're planning on a conservative game design. We will review each game in class and provide feedback.

## **Part 2**

Same requirements as Part 2, but everything should be farther along. Aim to be more than half finished by this milestone! It's much better to have a small, polished game than a larger, unfinished one. We will review all games and provide feedback.

## **Part 3**

Prior to this deadline, you must playtest your game outside of class at least ten times. Collect reasonable survey data from your playtesters and analyze it. Besides the normal, weekly demo, you will also present an analysis of your playtest results. Your presentation should include a description of the results, your analysis of those results, and a plan for the final week. You should be mostly done with the project, and focused on addressing your playtest feedback and improving feedback to the player.

## Final

Provide a URL to the class that includes the information below:

- A 30-60 second gameplay video
- A screenshot of the game
- For the non-VR and Peace Superheroes teams, also include a playable web build
- A link to your source files for the project (including art and code)
  - This should include everything necessary for someone else to continue development on the game after you.
- Full names and roles of your team members
- A list of the **Top 5 things your team did well** and the **Top 5 things your team could improve**. Imagine you could go back in time and give your team advice, what you would tell your team?
- Any supporting material you'd like to include

Team A	Team B	Team C	Team P	Team V
Grace	Cherylynn	Maddie	Jen	Brandon
Jonathan	Stevie	Quinlan	Sean	Zoe
Maria	Kwasi	Joel	Isaiah	Brian
Elijah	Mike D	Bryan	Lucy	Michael F