

Project 2

| | |
|---------------|------------------------------|
| Part 1 | Pitch in class on 3/8 |
| Part 2 | Demo in class on 3/22 |
| Part 3 | Demo in class on 4/5 |
| Part 4 | Demo in class on 4/12 |
| Part 5 | Demo in class on 4/19 |
| Part 6 | Demo in class on 4/26 |
| Final | Demo in class on 5/3 |



The goal of this project is to make an interactive game that doesn't make the player motion sick, is a fun experience, takes advantage of the platform-specific elements of virtual reality, and is based on an idea pitched by a student in the class. You will practice working in a team and continue to develop your skills building experiences in Unity, and you will learn how to integrate Unity with the Oculus Rift and/or Vive. The specific teams will be determined based on your preferences, team diversity, and other factors, immediately after Part 1.

Constraints:

- Your game must use the Oculus Rift or Vive.
- Your game must be interactive. You can't simply make a long cut scene. We're practicing the process of making interactive experiences and games.
- Your experience must not make players motion sick. Follow the guidelines from the readings at the beginning of the course.
- The game should be based on a student pitch from Part 1.
- No shooting violence or pornography.

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

Prepare a 3 minute presentation to describe a VR game that you'd like to create for the rest of the semester. It's a rare opportunity to make a new game from scratch! Seize the chance to reflect on what motivates you as a game designer and developer.

There are 16 people in the class and we will certainly have less than 16 projects for Part 2, so you probably won't work on your own project. Nonetheless, the pitch process itself has introspective value, regardless of which projects move forward. After all the pitches in class, I will [solicit your preferences](#) and assign teams accordingly.

Before your presentation, practice in front of a mirror or friends at least FIVE times before class. It's only a 3 minute presentation - ensure you use your time wisely, and don't go over or under.

Each student in the class has a slide in the shared google presentation here:

<https://docs.google.com/presentation/d/1x15V6fp4v6Ys4ZTm6K70v1whVpziEJHwTicmYfOAaLw/edit#slide=id.p>

Please update your slide with the following information:

- Your target audience
- What is the player doing, and what are the goals?
- Concept art?
- Story?
- Key mechanics?

After presentations, please add your preferences here:

https://docs.google.com/spreadsheets/d/1uwBJIbA2YFEQaBNCUR_w5MFI2DLs0mAaPIKgoCsuJuE/edit#gid=0

Part 2

By this milestone, you should have established a framework for successful communication and collaboration among your team. Do all the things appropriate for such teamwork. At minimum, I would expect the following to be accomplished:

- Clearly establish team roles, and ensure people that share a discipline are clear on how they will share their work.
 - If you have any dedicated producers or game designers, ensure that they will be as busy as everyone else on the team, and everyone is clear on tasks.
- Establish a slack channel within the Hampshire Game Dev slack. Share other communication information as well (phone numbers, email, etc.)
- Share schedules and identify times when you will meet **in person** on a regular basis. The producer should email Ira this information.
- Create a placeholder website with your team information.
- Establish a github repository, shared google drive, shared dropbox folder, etc. to share info easily among your team and keep your files organized.
- Prepare a ~4 minute presentation to give to the class. Include at least the following:
 - A one-sentence summary of your game idea
 - Concept art, concept video, etc. Anything that can help us (and your team) establish a shared vision for what you're trying to make.
 - Prioritized list of features, including how many you'll complete by next milestone

Part 3

Update your website (and send the URL) with the following content:

- A ~60 second gameplay video.
 - Use screen capture software from the game running in Unity directly.
- Analysis of playtesting (4+) so far
- Prioritized list of tasks, including how many you'll complete by next milestone
- 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

Ensure you also bring a playable version of the game on your own computer and your Oculus Rift / Vive. We will review each game in class and provide feedback.

The experience will still be rough, but you still should have playtested the game multiple times (4+) by this milestone. Please ensure you're planning on a very conservative game design, since you will surely experience many technical and VR design hurdles, and you need time to polish your game in the end.

Part 4

Same requirements as Part 3, and:

- A playtest analysis report from 7+ new playtests with non-team members.
- Prioritized list of tasks, including how many you'll complete by next milestone
- Your game should be near feature-complete.
 - Don't plan to add more features unless absolutely necessary
 - Spend the remaining time polishing, bug fixing, and reacting to playtest feedback

Remember that it's much better to have a small, polished game than a larger, unfinished one. Bring a working version of your game in Unity to class, plus your Oculus Rift / Vive. We will review it and provide feedback.

Part 5

Same requirements as Part 3, and:

- A playtest analysis report from 7+ new playtests with non-team members.
- Prioritized list of tasks, including how many you'll complete by next milestone
- Your game should be near feature-complete.
 - Don't plan to add more features unless absolutely necessary
 - Spend the remaining time polishing, bug fixing, and reacting to playtest feedback

Now is a good time to look again at the final requirements, and think very intentionally about your prioritized list of features. Focus on tutorials, and ensuring that your game is playable without explanation from you.

Bring a working version of your game in Unity to class, plus your Oculus Rift / Vive. We will review it and provide feedback.

Part 6

Same requirements as Part 3, and:

- A playtest analysis report from 7+ new playtests with non-team members.
- Prioritized list of task, including how many you'll complete by next milestone
- Your game should be feature-complete.
 - Don't add anything new to the game after this
 - Spend the remaining time polishing, bug fixing, and reacting to playtest feedback

Focus on tutorials, polish, bug fixing, and iterating to make everything beautiful and smooth.

Bring a working version of your game in Unity to class, plus your Oculus Rift / Vive. We will review it and provide feedback.

Final

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

- A 60 second gameplay video.
- A screenshot of the game
- A 8.5" x 11" poster that Ira can print in color and put outside his office
- 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.
- Advice that you'd give to future teams attempting this same project.
 - What to do, and what to avoid.
- Any supporting material you'd like to include.