

Assignment: Final Game

Objectives

- To revise a game prototype according to a play-testing and other feedback;
- Develop functional skills in Unity;
- Complete development of a functional, aesthetic, playable engaging game

Description

As the final assignment for this class, students will choose one of their prototypes to develop into a functional, playable game. This development must be done in Unity, though depending on the original prototype and the game itself, the level of “completeness” will vary. The final game should demonstrate consideration of instructor and play-tester feedback, and should maintain adherence to game design principles as presented by Salen and Zimmerman, and discussed throughout the semester. (Note: this adherence can take the form of critically resisting the principles, though this should be done with care and purpose). As well, the final game should demonstrate careful attention and consideration to the cultural studies lessons of the class, and should avoid presenting (implicit or explicit) sexist, homophobic, racist, or otherwise culturally problematic content.

Requirements

This section describes requirements for every final game. The specifics and details necessary to fulfill each of the requirements may change, depending on the game being developed.

Each final game must feature or include the following:

- **Technical Playability:** the game should be technically playable, with as few glitches, bugs, or other tech problems as possible. As well, it should include (a appropriate) death / restart states that can technically support continued play;

- **Aesthetics:** visual and audio content should be clean, sleek, polished, and purposeful. That is, playable characters, non-playable characters, the game-world environment, and other aesthetic content should be iconographically / semiotically legible;
- **Complexity:** the game-play itself should demonstrate levels of complexity. This may take the form of actual levels, or it may mean alternative outcomes to the game, based on the player's chosen play style;
- **In-Game Tutorial:** the game should feature a play-based tutorial "level," that explains the goal, the rules, mechanics, and (as appropriate) signal for potential strategies;
- **In-Game UI:** the game should include, at minimum, settings to adjust sound / vision; start, stop, pause, and restart commands; a menu for navigating into and out of the magic circle of the game;

Extra-textual requirements

This section describes requirements beyond the game itself that are required with the project's final submission.

- **Promotional Material:** With your game, include some kind of promo material. This may take the form of a 30 second game trailer, a digital "brochure" featuring art or concepts, a web site that hosts the game itself, or other item. The format of the deliverable is up to you, but something that promotes your game must be included.
- **Designer's/Developer's Statement:** A 1000-word statement that describes 1) the design process by which you've come up with this game; 2) how you've incorporated play-testing and other feedback into the final version; 3) plans (at all) for future development.

Submission

Games and attendant deliverables are due in each student's T-Square dropbox by the end of our final exam period: **Monday, 12/11 5:40 pm**. The game must be submitted in a Mac-playable format, videos should be browser-viewable, and textual documents should be PDFs.

Assessment

This game, and its attendant materials, is worth **40% of your final grade in this course**. This 40% will be assigned based on the following tabular break-down:

Feature of Game	Details	Weight
Technical Playability	<ul style="list-style-type: none"> • Game technically works / is playable; • There are minimal glitches, bugs, or other technical “breaks” • Includes death/restart states 	25%
Aesthetics	<ul style="list-style-type: none"> • Aesthetics are iconographically and semiotically legible; • Game-world is visually and (as appropriate) sonically rendered; • Playable and non-playable characters are visually and (as appropriate) sonically rendered; • aesthetic content appears “complete” / “finished” / “polished” 	20%
Complexity	<ul style="list-style-type: none"> • Game includes multiple outcomes for multiple play options; • Game displays at least 2 modes/levels of complexity (as appropriate) beyond the Tutorial 	15%
In-Game Tutorial	<ul style="list-style-type: none"> • Game features a play-based tutorial in-game that effectively teaches the player how to play the game, including mechanics and (as appropriate) strategy 	10%
In-Game UI	<ul style="list-style-type: none"> • Game features a paratextual UI that, at minimum, includes options for stop, start, pause, restart; • UI includes a “settings” tab for (as appropriate) visual and sonic adjustment; • UI includes Menu for entering and existing the Magic Circle 	10%
Promotional Material	<ul style="list-style-type: none"> • Promotional Material is includes (as appropriate) signals for aesthetics, narrative, goal, and/or rules of game-play; • Promotional Material entices people to play 	5%
Designer’s Developer’s Statement	<ul style="list-style-type: none"> • Statement addresses the design choices and reasoning that led to the development of this game; • Statement addresses how the game revises the prototype following play-test and other feedback • Statement offers plans (as appropriate) for further development 	15%
		100%