

Game Alpha Release – Assignment 6

Due: December 5, 2007

Fall 2007 Computer Science 486
Game Programming

Instructions: Please submit your solution to the following problems by 23:59 on December 5, 2007 via WebDAV dropbox «<http://dropbox.ecs.fullerton.edu/cs486/asgt6/>». Your submission must, at a minimum, include a plain ASCII text file `README`, all necessary source files, libraries, and build configuration files to allow the submission to be built and run independently by the instructor. **All files** must include a header identifying the author, author's contact information, and a brief description of the file. The `README` file must describe any bugs and features along with a description of what was or was not completed in the solution. The `README` must also describe the use of the program and if there are any external dependencies.

By completing the minimum requirements of the assignment you will earn at most 90% of the points possible for this assignment. Completing one or more of the suggested improvements will earn you up to 100% of the total points.

Place your submission in a folder and name it *yourlogin_asgt6*. **Zip** the folder and submit the zipped folder, named *yourlogin_asgt6.zip*, via WebDAV dropbox «<http://dropbox.ecs.fullerton.edu/cs486/asgt6/>».

Failure to follow these instructions will detrimentally effect your assignment's score.

Plagiarism and academic dishonesty is not tolerated. Correctly and properly attribute all 3rd party material and references.

Assignment

Objective: The final project for this course is a game that can be considered to be an alpha release. The design document, final presentation and game product will be evaluated as a whole so due diligence should be paid to each piece of this project.

The assignment will account for 20% of your grade. The grading of the project is not only on the quality of your programming but how well you present what you have done to the class.

Materials to Submit: Aside from submitting any and all source code, project resources and build configuration files, you must include a number of supporting documents. First, include a **plain text file** named `README.txt`. In this file, describe in 25 words **or more** what your project is and what were the results. Second, include a copy of your final design document.

If you prepare digital slides, please submit this along with your project as well. (If your slides are not ready on the due date, you can submit them separately the day of your present.)

Additionally, prepare at least two screen shots of your project in *JPEG* format with a minimum pixel resolution of 1024 × 768. Include an HTML file (named *yourlogin.html*) that includes your name, the project description, results, links to your slides and links to your screen shots.

Project Presentations: On the scheduled day of the course's final, you will present your game project to the class. You should come prepared to talk about your game project either using prepared slides or notes. Your presentation should be no more than 5 minutes long and allow for questions from the audience. Ideally, the presentation will include a demonstration of your game.

Other members of the CS community may be invited to attend the final project presentation.

During your presentation, you must cover, at a minimum, the following points:

- Title of your game
- Overview of the game
ex. gameplay, rules, objectives, environment, genre
- Outline the novelty of your project
ex. algorithms, data structures, shaders, models, etc.
- Site previous work, similar games, and sources
- Project demonstration
- Thank the audience

Your presentation to the class is as much a part of your final project as the program you are submitting.