

COMP 4770 – Final Project Specification

Final Project Due Date

- The final project code, instructions, and assets must be on GitHub at 11:59pm, April 15th, 2019

Final Project Code and Instructions 20%

- Project Code / Assets – 10%
 - All project code and assets must be present on GitHub by the due date
 - Code will be inspected and marked for completeness of features, consistent style, and efficiency of implementation. Extremely inefficient solutions to common problems will lose marks.
- Instructions – 10%
 - Instructions on how to download, install, set up, and run your game must be on the GitHub Wiki
 - Instructions must be exact! Make sure we can accurately install and use it.
 - Include instructions on how to install / set up external libraries, server, database

System Demonstration 40%

- Public Presentation – 15%
 - 15 Minute Presentation (5 min for questions) on April 3rd / 5th
 - See news item on D2L for presentation time / schedule
 - Must include overview of game genre / theme / story. Demonstration of game mechanics. Demonstration of level editor making / playing sample level.
- Private Final Demonstration – 10%
 - Set up a meeting time with me any time before final Due Date in which we will go over all features of the system as given by the design document and you will demonstrate them all working to me.
- Install and Use of Project – 10%
 - Whether I can successfully set up and use your system as per your instructions
- System Documentation Corrections – 5%
 - A small write-up on the GitHub Wiki on what changed (and why) from your original game design, requirements, and architecture documents