

COMP 4770 – Final Project Specification

Final Project Due Date

- The final project code, instructions, and assets must be on GitHub at 11:59pm, Monday April 20th, 2020
- Presentations will be done during the day of Monday, April 20th, 2020

Final Project Code and Instructions 30%

- Project Code / Assets – 15%
 - 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.
- Instructions – 10%
 - Instructions on how to download, install, set up, and run your game must be on the 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
 - Dockerfile must be included with final submission which auto-runs your servers
- 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

System Demonstration / Presentation 30%

- Final Presentation – 25%
 - 15 Minute Presentation + (10 min for my questions) on April 20th
 - Presentations given on Discord Screen Sharing. Other groups are welcome to watch the presentations if they wish, but ensure your microphones are muted for the duration.
 - All group members must be present with microphone
 - Multiple group members may be streaming at the same time to demonstrate different features such as gameplay, database, etc. I will switch between them as they speak
 - Must include overview of game genre / theme / story. Demonstration of game mechanics. Demonstration of level editor making / playing sample level.
 - I will be asking you questions about various parts of the project
 - I will ask you to bring up the database and show me what it looks like before and after creating an account, level, etc. Someone should be ready to demonstrate that.
- YouTube Trailer – 5%
 - You must create a 2-3 minute YouTube trailer for your game
 - Trailer must show off all major gameplay aspects, and level editor
 - See previous game trailers on my website for inspiration:
<http://www.cs.mun.ca/~dchurchill/courses.shtml>
 - Marking of the trailer will be mainly for included gameplay features, not Hollywood level video editing skills, so please don't worry if you're not a pro video editor