

Project 4: Small Game Project. Teams of 8.

30 pts

Key Dates & Deliverables:

- ❖ Session 12: Team formation, start changelog, appoint producer or scrummaster.
- ❖ Session 13: High Level Design Document or “Back of Box Copy” vision statement due (1 per team)
- ❖ Session 14:
 - Upload a current Product Backlog (1 per team)
 - Upload a Sprint Tasklist for the week before class start. (1 per team)
 - 2 Minute Presentation: Paper Prototype, Digital Prototype, or Design Guide
- ❖ Session 15
 - Upload a current Sprint Tasklist (1 per team)
- ❖ Session 16:
 - Upload a current Sprint Tasklist (1 per team)
 - Present current build to class (2 minute presentation.)
- ❖ Session 17: Upload a current Sprint Tasklist (1 per team)
- ❖ Session 18:
 - Upload a current Product Backlog (1 per team)
 - Upload a current Sprint Tasklist (1 per team)
- ❖ Session 19:
 - Present current build to class (2 minute presentation.)
- ❖ Session 20: Upload a current Sprint Tasklist (1 per team)
- ❖ Run at least 2 Independent Focus Tests: Using either a Paper Prototype (first focus test only) or a running version of your game, conduct focus tests outside of class, gather data from your testers (at least 4), and use the data gathered to improve your game. Create a Focus Test report for each focus test, & turn in at the end of the project.
- ❖ Final Week: Project Due
 - Group Presentation (20 minute oral presentation & game demonstration to the class, teaching staff, and interested observers.)
 - Digital Game Prototype (1 per team)
 - Link to project web page due
 - Web page includes clearly-labeled links to the Final Build each build used for focus testing, and each build presented in class. Additional working builds, labeled with date, will enable instructors to better see your design iteration but are not required.
 - Individual Postmortems: Due (1 per person)
 - Design Changelog: Due (1 per team)
 - 2 Focus Test Summaries: Due (1 per team)

Goals: Create a small but fully functional and well-polished web browser game, using the project and team management techniques learnt in this class. Use design iteration techniques throughout early prototyping and focus testing to improve your ideas throughout development.

Constraints:

- Single Player Game
- Game takes no longer than 10 minutes to play through.
- Games uses randomization as a central element.
- Game does not rely on single use content.
- No playthrough is identical to a previous one.
- The games' art, audio, and mechanics support each other to create a unified fiction and/or aesthetic.
- Game must use & play audio for the player.
- Game entertains spectators as well as the player, and is capable of being run on a large project screen (players can play at the computer/keyboard; only spectators are required to watch the projection screen.)
- Game must be delivered as a browser game, running on Chrome. (Teams should host the game & provide a URL for project turn ins.)
- Game meets the minimal play & legal requirements in Appendix I (Note: the requirements have changed a bit for the Game vs previous prototypes, so do review the appendix!)

Project Description: For the final project, teams are larger and you have 7.5 weeks to work on the game, instead of just 2. With these extra resources, we don't want you to create a 'bigger' game - we want you to concentrate on creating a **better** game. Take the lessons you have learned from the previous prototypes, and concentrate on creating a smooth, well functioning, thematically and aesthetically consistent, easy to use, entertaining to play and interesting digital game.

If your team wants to, you can use one of Project 3 games as a prototype and springboard. The team can also scrap previous prototypes and create an all new game idea. We still strongly recommend creating a paper prototype to prove out your key game mechanics and ideas.

For the Independent Focus tests, teams are responsible for deciding what information they want out of their focus test, when the best time to run such tests is, deciding how to best collect the data, running their test with at least 4 subjects, and recording their process and decisions with a submitted Focus Test Summary. Remember that we expect to see design iteration throughout your project: if your design is not evolving and improving, you are not properly iterating.

Appendix I: Small Game Completion Requirements

For User Testing:

- User is able to start a new game.

- Clearly indicates to a user when a game is in progress.
- Allows the user to play all the way through the game.
- Clearly indicates to the user when a game is over.
- Clearly indicates the overall result of a game to the user: won/lost/other state
- If game can be paused, clearly indicates when game is paused.
- If game can be paused, it is clear how to toggle between paused and unpaused modes.
- Any game-breaking or otherwise seriously interfering defect is documented for users.

For Final Delivery:

Basic Requirements:

- Runs on a system with no developer tools installed. *(If the game is a browser game, then it should be up on a server and a URL where the game can be played from provided.)*
- Displays the name of the game.
- Credits are present (can be on the title screen/legal screen)
- Displays all required legal screens, licenses, and copyright information *(if you are using borrowed assets that require an attribution - ie, 'feel free to use this artwork but give me a credit in your game' - those are covered under this requirement.)*

Playability:

- User is able to start a new game.
- Player can start the game & play it without any outside guidance (game is self explanatory.)
- Player actions give regular, reliable, useful feedback (either visual or audio.)
- Clearly indicates to a user when a game is in progress.
- Allows the user to play all the way through the game.
- Clearly indicates to the user when a game is over.
- Clearly indicates the overall result of a game to the user: won/lost/other state
- If game can be paused, clearly indicates when game is paused.
- If game can be paused, it is clear how to toggle between paused and unpaused modes.
- No game breaking defects are found in regular play.
- Game is stable for multiple play throughs (no crashing.)
- All expected features are in and working.

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