**Final Game Build**

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| LEARNING GOAL & SCALE: Standard |
| 4 | Student will be successful in level 3 and:Create a work game with advanced features |
| 3 | Student will:* Create a working game or simulation individually or as part of a team. (standard 30.0)
* Use the game development life cycle. (standard 31.0)
* Understand how to integrate digital media into a game or simulation- specifically sounds. (45.0)
* Develop a game design document including: game strategy overview, character overview, define the rules of play, multi-player options if applicable, and interfaces (Standard 36.0)
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| 2 | Student will:Understand the process of designing and building a game.Understand basic vocabulary of building a game including: architecture, storyboard, business requirements. |
| 1 | With help from the teacher, the student has partial success with the current content. |
| 0 | Even with help, the student has no success with the current content. |

**Deliverables**

Look at the deliverables due over the course of the project. Fill out who will do each deliverable below and a date. **Only 2 people per group!**

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| **Deliverable** | **Team Member Responsible** | **Date Due** |
| Deliverables Document |  |  |
| Storyboard |  |  |
| Architecture Chart |  |  |
| Assets- Sounds & Images |  |  |
| Design Document |  |  |
| Coding (can be both team members) |  |  |
| Source Code Document |  |  |
| Description & screen shots for Mr. Juul |  |  |
| Marketing materials & packaging (if not chosen by Mr. Juul) |  |  |
| Final .exe |  |  |

In addition to the above do not forget to upload weekly progress. Each team member needs to turn something in each week so distribute week evenly.

**Minimum game requirements**

**Game Level Requirements:**

Main Menu/Title Screen

4 Levels (minimum) - Cannot be a maze game. Can only be a platformer if you use different coding from our first game & add significant features to it.

Credit Screen/End Screen

**Features (at minimum):**

-Instructions or Help option (can be a separate room or on Start screen but should be obvious)

-Must include music/sound

-Must have at least 1 original asset

-Main character needs to be animated

-Health bar and/or points that are displayed

-Enemy(s) & a way to "die" or start the level over

-Rewards, weapons, items, and/or inventory

-A way to move from one level to next

-Collisions (with walls, ground, enemies, etc.)

-Common theme throughout that is well designed and organized. **Cannot** be plain, sporadic, unorganized, or not make sense.

-**Cannot** be solely drag & drop coding- must have a significant amount of written out coding

-**Cannot** use copyrighted images; cite all sources on credit screen