

PV266 – Game Development II

Task 4 – Final Game

spring 2021

Deadline: 20^h June, 2021

The Game

The submitted version should shine in your portfolio. Thus, it should look like a finished and polished product. That means:

- The game has to be playable and must have “a reasonable” play-time.
- No serious bugs should be present.
- The game must “make sense” with the mechanics that are already fully implemented. It is not OK to say, “later, we will add these three mechanics and then, it will be much more fun”, or to have some place-holder button like “Here will be Skill Tree” in the game without the proper functionality.
- Graphics should be consistent throughout the whole game. It could be quite simple, and you can use downloaded assets, but it has to look “final” (e.g., graphics of “Thomas Was Alone” is very “simple”, but at the same time, it does look like the final product, not like a prototype). It is not OK to have just a part of one level in final graphics and the rest of the game covered by just place-holders.
- Minor issues are (more-less) inevitable ;-), but at least – try to hide or avoid them in the final presentation.

During the evaluation, we will consider:

- overall complexity and quality of the project
- the code
- the presentation

Trailer

Present your game in the form of a short video. The video should contain portions of core gameplay (so-called gameplay trailer). Short “keywords” can help explain what is happening on the screen and can substitute for cinematic sequences from high budget trailers, but don’t overdo it. The video should have a logical sequence and tell a story, e.g., slow and mysterious beginning -> gameplay showcase -> climactic ending (If your game has any story at all ;-). You should get the viewer’s attention in the first 10 seconds. Thus it’s a good idea to start with a question, mystery or quick plot point elaborated throughout the trailer. It’s also a good trick to end the trailer with a cliffhanger.

The length of the video should be in the range of 60 to 120 seconds.

Video file will be compressed into mp4 format with:

- resolution: at least 1280x720
- Framerate: at least 25fps
- “Reasonable” bitrate: between 2Mbps and 40Mbps.

Few technical notes and hints:

- Pay attention to the quality of video capture of your game to be used in video. We recommend using OBS (<https://obsproject.com/>) for recording. It is open source, multi-platform and with a plethora of settings. If you are not familiar with it, adjust at least the bitrate of the recording to some high enough value - at least 20Mbps. You will be cutting and compressing video later, so the size of “raw” capture(s) does not matter.
- Do not use trailer versions or other “unofficial” versions of video editing software that are placing watermarks into video or do any other “augmentation” of video. If not sure what to use, DaVinci Resolve exists in a free version that is still very powerful and does not add any marks into resulting videos.
- Be careful with selection of background music if you want to use any. Double check that it is allowed to use the music in this way. In many cases, it is also required (and it is polite, anyway), to state the author of music in the video.

How to submit

Create a new folder named by the name of your game. Put everything mentioned below into this folder, compress the whole folder as a .zip package and submit this package into the “Final Project” homework vault. The submission will include:

- Folder “**Project**”, containing “whole” Unity project (without “Library” and “Temp” folders).
- Folder “**Build**” containing a compiled, runnable version of the game. Please double-check, that build is working (on more than one computer, please).
- The “**Team.txt**” text file describing the workload of team members – both by enumeration of tasks done by the member and by percentage (hint – the sum of percentage should give 100 % ;-). Example:
 - Alice: team leader, level design, implementation of mechanic X; 40 %
 - Bob: implementation of mechanics Y and Z, lead tester; 30 %
 - Eve: lead artist, implementation of the main menu a mechanic X, sounds assets; 30%
 - Optional – describe cooperation in the team – what worked, what not, where did you get stuck, etc.
- Folder “**Web**” containing:
 - A simple text file containing:

- Names of authors (full names including diacritics)
- Target platform (e. g. "PC", "Android", "HTC Vive")
- Short description of the game. Scope: up to 400 characters.
- o Three images from your games. First one could be a screenshot of the main menu or other "intro" image. Other two must be screenshots from the game itself (without any post processing out of the game (e.g. in Photoshop)). The aspect ratio of images will be 16:9, and resolution will be 1920x1080 or more.

Earlier Grading

If you need the mark earlier (the typical reason is state exams), please let us know via email – we will solve it individually.

Failure and resit examination

If you fail to submit before the deadline or the quality of the final project will be too low, all members of the team will be graded with F grade. You will have the possibility to correct your grade by submitting the project again as a form of resit examination ("opravný termín" in Czech).