PV266 – Game Development II
Task 5 – Final Game
spring 2024
Deadline: 9th June, 2024 (including)

Summary of goals:
- Create the final version of the game.
- "Publish" it.

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 "reasonable" playtime.
- 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 have some placeholder 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., the graphics of "Thomas Was Alone" game 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 the 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.
- Any 3rd party assets used in the game have to be clearly stated in the README.txt file.

During the evaluation, we will consider:

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

Trailer – Optional!

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.

See the end of the document for technical details and tips about the trailer.

How to submit results

submission has three parts:
1. The runnable build submitted into the homework vault in IS.
2. Repository at faculty gitlab - one commit will be tagged as "Final Submission" and will contain "everything needed" - i.e., if we try to clone the repo and build the game in Unity, we should receive exactly the same result as in point 1.
3. Game published at itch.io. Including at least basic information about the game (could be the same as in "web" section below. If you are considering commercializing your game later, you do not need to publish the full game - you can publish just a demo / one level, etc. Discuss this with teachers.

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:
- The folder "**Build**" containing a compiled, runnable version of the game. Please double-check that the 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:
    o Alice: team leader, level design, implementation of mechanic X; 40 %
    o Bob: implementation of mechanics Y and Z, lead tester; 30 %
    o Eve: lead artist, implementation of the main menu a mechanic X, sounds assets; 30%
    o Optional – describe cooperation in the team – what worked, what not, where did you get stuck, etc.
- Folder "**Web**" containing:
    o A text file "web.txt" containing:
        ▪ Names of authors (full names including diacritics)
        ▪ Target platform(s) (e. g. "PC", "Android", "HTC Vive")
        ▪ Short description of the game. Scope: up to 400 characters.
        ▪ Explicit statement if you do agree with the later publication of your game at games.muni.cz (web is currently in progress). It is definitely OK to state you disagree with that. But we need the statement. Even if

you disagree, you still need to submit everything defined in this section - for archival purposes.

- o Three images from your games. The first one could be a logo of game, a screenshot of the main menu, or another "intro" image. The other two must be screenshots from the game itself (without any out-of-the-game post-processing (e.g., in Photoshop)). The aspect ratio of images will be 16:9, and the resolution will be 1920x1080 or more.
- o A text file "release.txt" containing at least URL of the home page of your game at: https://itch.io/

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 an 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).

Trailer - A few technical notes and hints:

- The video file will be compressed into mp4 format with:
    - Resolution: at least 1280x720
    - Framerate: at least 25fps
    - "Reasonable" bitrate: between 2Mbps and 40Mbps.
- 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 20Mbs. You will be cutting and compressing the 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 the video or do any other "augmentation" of the video. If you are not sure what to use, DaVinci Resolve exists in a free version that is still very powerful and does not add any marks to the resulting videos.
- Be careful with the 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 the music in the video.