

CMPS 327 Game Requirements

Your game must include the features listed below. Any features not implemented or implemented poorly will incur a grading penalty. If you think there is good reason for not including a required feature in your game, you must discuss it with me and get approval PRIOR to completing the game.

Basic requirements.

- Background sound and other sounds where they would normally be expected.
- Some of your own artwork for the game objects and backgrounds.
- Appropriate transitions from one phase of the game to the next. For example, from one level to the next or from the end screen back to the intro screen.

An intro screen. This screen will include:

- A background design to convey the look and feel of the game.
- The game name.
- An option to quit.
- An option to play.
- An option to see the game information.
- An option to run the game in demo mode.

Game information. The game information will include:

- The game name.
- The course number.
- The term and year.
- The author(s) name(s).
- Complete, clear instructions on how to play the game.

A demo mode. This is a sample of the game running that runs unattended. It will include:

- The game name.
- The course number.
- The term and year.
- The author(s) name(s).
- An option to go back to the intro screen.

A cheat to allow the player to progress to the next phase of the game. This will be the F12 function key.

An end of game screen. The end of game screen will include:

- A background design to convey the look and feel of the game.
- A display any relevant data such as score, high score table, elapsed time, etc.
- An option to go back to the start screen.
- An option to exit the game.

Deliverables due at the time of your presentation:

- Three to four screen shots of your game. Print out two copies of each screen shot and submit the electronic version also. At least one of the screen shots must be of the demo screen containing the game title, course number, semester, and your name (or the names of everyone on the team for team projects). All other screen shots must be interesting snapshots of the game being played.
- An updated copy of the game proposal document.
- The gamemaker file and an executable for the game.
- All assets (music, sprites, and other artwork).
- A 3 to 5 minute video of the game actually being played. This is NOT the demo screen. SnagIt is available on all the machines in the game lab and Fraps is available on two of the machines.

Note: You can put all of the electronic deliverables on a CD or create a directory in public and let us know it's there.