

Video Game Design I

Final Project: ReadyMaker Custom Game

I am disappointed that we did not get to have you create a final project using Unity. But in the short amount of time that you have learned the ReadyMaker gaming platform, I have been beyond impressed on how much you have learned and how well you have incorporated that into the customization of your games.

Now it's time to see what you can do with ReadyMaker in the final project of the school year. What will you create???

Get Some Inspiration!

When you first start up ReadyMaker, you might have noticed there are four tabs at the top. One of the tabs is called "Featured". This tab includes a variety of games that have been created with ReadyMaker by multiple users. Go through some of these projects to get some inspiration for your final project. Yes some of the games are cheesy and not that exciting to play. But some may give you ideas of what you could do for your final project.

Premise of your Game

You are going to choose between two options for your game:

1. For those looking for a project like the assignments we have worked on, make a hybrid (or mixture) of two games we have already created (for example, a game that incorporates Brick Breaker and Pong)

OR

2. For those looking for a challenge, make a custom game of your choice

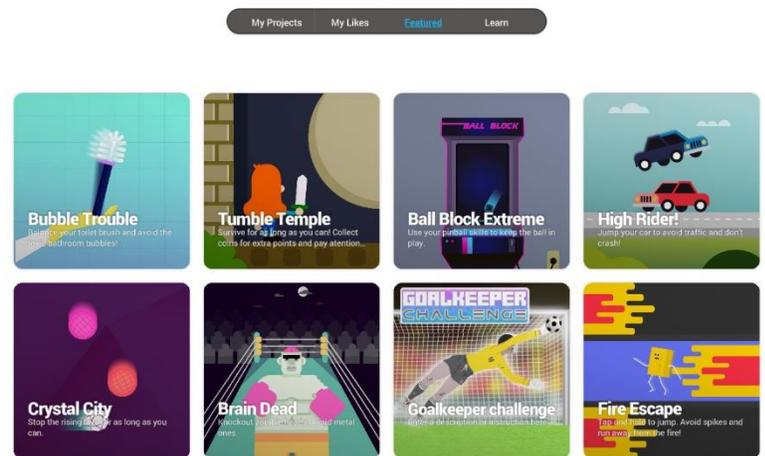
Steps to Getting Started

1. Fill out the Google Form letting me know which project you are going to choose and what you think you will create.
2. Open a new project
3. You choose between Portrait or Landscape Mode
4. Save right away; if you know what the name of your game will be, then save as the name of your game. However, if you are not sure yet, just save it as "ReadyMaker Final Project"
 - a. Later, once you figure out a name for your game, rename it as this name

What Your Game Should Include

Your game will be graded on the following categories:

- Creation of your Environment – your environment should include a new background, other assets from the Library, and/or shapes (acting as props or barriers)
- Addition of a Player – Add an asset that will serve as your player and give it player controls (ASWD or Arrow Keys), use of buttons (like a button used to shoot in Asteroids) can also be used
- Addition of Enemies/Other Obstacles – Add an asset(s) that serve as something that will go against your Player; could be one enemy or multiple enemies
- Sounds – Background music playing and/or sounds during game play (i.e. coin sounds when something is collected)
- Events That Make Your Game Run – Minimum of (5) events that make your game run the way you said it would
- User Interface and Feedback to Player – Score Being Kept, Number of Lives Remaining, Timer Running, and/or Health Bar
- Does the Game Run Properly? – Based on what you tell me in your Google Form above, does the game perform as it should (player controls, score, timer, etc.)?
- Is the Game Challenging? – with regards to player control, avoiding obstacles, getting towards the goal or premise of the game, etc.
- Perspective – Are assets scaled/rotated correctly? Is everything easy to see (assets aren't blocked, too dark/light, etc.)?



How This Will Be Graded

One-fourth of your overall grade will be based on does the game run **and** does it run properly. The inability of assets and/or events not running correctly will result in less points. As such, make sure your game runs before I grade it!

Seniors – Your game will be due to me by Monday, 5/18 by 3:00 PM. I have to have it no later than this time (as senior grades are due a couple of days later and I need time to grade projects)

Non-Seniors – Your game will be due to me by Thursday, 5/21 by 3:00 PM.

Beware: I know it's obviously easy to take a project already completed from the "Featured" section, remix it, and call it your own. I have looked through all of these games. If it is determined that you have done just that, this is considered cheating and you will not receive any points on the project as well as the school will be notified of your plagiarism (in which this will go into your records with administration). I want to see *your* work, not someone else's!

The Question on Many of Your Minds

Do I have to do the final project? Similar to our other assignments, I will not tell any of you not to do the project. However, if you are satisfied with your grade in the class and you don't care if it goes up any higher, than it's your choice if you don't want to do the project. Obviously at this point, a zero on the project will not hurt your grade. So the choice is yours. But again if your parents ask, I will not say that you didn't have to do it. Something to think about...

You are my first students to ever use ReadyMaker and there is a very good chance we will be using it next year. So I would love to be able to show those students some amazing games you come up with. Sure it's not Unity and I know that was what we were looking forward to. But I think we can still make some amazing games here and end on a high note! Good luck game designers!