2010 Winter CIS 297 – Final Project

Instructor: Evan Musu

Initial date: 03/25/2010

Game Document & Presentation Due: 04/08/2010

Game Due date: 04/29/2010

Using Torque X or XNA 3.1, C#, and Visual Studio make a game of your choosing. Keep the game within the scope of time you have to develop the project. A game done within in the timeline could be a simple arcade game or a game with one level. Each game should have a title screen and instructions on how to play the game. The final game **MUST** be playable on the Xbox 360 and should be submitted as an Xbox 360 game. You can develop the game on Windows but then make a copy for the Xbox 360, and test it on the Xbox 360 to make sure it is working properly.

You can have a partner for this project or work alone.

Complete these sections for the design document (can be any length) and on the due date of your game design document you will have a presentation explaining your game (basically going through the game design document). Presentation should last from 3 to 5 minutes.

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| Executive Summary   * Abstract of game story * Game play and appearance * Development specification   Product Specification   * Production team description * Target audience * Game play * Production tools | Game Specification   * What is it like to play the game? * Interface mockup * Summary of story line * Character bibles * Flowcharting * Level or scene outlines |

Grade Breakdown:

Game Design Document: 10%

Presentation: 5%

Working Game on the Xbox 360: 80%

Commenting in Code: 5%

Submission:

You should upload your Visual Studio project and documentation to the VLT site.