Game Design Studio III (CMPS 172)

Final Sprint, Sammy Awards, Wrapping Up
Upcoming Events

- **Game Preservation, You Have Met Your DOOM: "Significant Properties" and Computer Games**
  - Henry Lowood, Stanford University
  - Monday, June 4, 10am-12pm, E2 399
Upcoming deadlines

- **Friday (May 25)**
  - Sprint 4 ends
  - Sprint 5 begins
  - Team status reporting via report tool

- **Tuesday (May 29), noon**
  - Sprint 4 report
  - Sprint 5 plan
  - Scrum boards set up for Sprint 5

- **Sprint 5 is the last sprint in the Final release**
Upcoming deadlines (presentations)

- **Thursday, May 31**
  - Rough draft of presentation
  - Do not need to have gameplay video yet (but need to know where this will go)
  - Dry run-through of every presentation in class for every group

- **Tuesday, June 5**
  - Dry-run of all presentations in class
  - Should have gameplay video in presentation
    - Be prepared for us to recommend changes to this video

- **Thursday, June 7**
  - Dry-run of all presentations in class
  - Must have gameplay video in presentation
  - Assumed to be near final version of presentation
Final due dates

- **Friday, June 8, 11:59pm**
  - Official due date for all final class deliverables
  - Final game
  - Code in SCM repository
  - Final presentation
  - Final website

- You may have until **Tuesday, June 12, 5pm** to submit materials late, without penalty.
- After this point, we will deduct points for late submission
- We need time to prepare for the Sammy Awards
Reminder: Lab Cleanup

- A reminder about teams responsible for lab tidying duty
- Week of May 21 (this week): Firewall
- Week of May 27: Chroma
- Week of June 3: MicroVentures
Major tasks for final sprint

- Bug removal
- Complete web site
- Create game installer (PC games)
- Fully integrate code, art assets, etc. into one code repository
- Make final version of code
  - Remove debug code, debug output, etc.
- Create video trailer for game
- Prepare presentation for Sammy Awards
- Final graphical polish
  - May require writing new code (particle system) to accomplish polish
- Ensure all artwork is final
- Minor tweaking of levels based on gameplay testing
Things you are not doing in final sprint

- No new features.
  - Your game is now feature complete.
  - There is too much other work to do, and new features add too much technical risk (too great a change they will add new bugs)
  - If you have unimplemented menus, game features, the TAs will ask you (very bluntly) when they are being removed.

- The only valid reason for adding a new feature at this point is if the vast majority of playtesters are having difficulty with some element of the game, and the new feature will directly address this problem.

- Not OK: “Our epic 25 part story isn’t completely done.”
- Not OK: “We’re just adding this one minor (item | menu).”
- Not OK: “We still need to add the epic boss battle”
Sammy Awards

- Outline of day:
  - 11-2:30pm :: team presentations to judges
    - Each team gives 7 minute presentation to judges + 3 min. q&a
  - 2:30-3:30pm :: judges play student games in Game Lab
  - 3:30-5pm :: open game demos (can show games to family and friends, in Game Lab)
  - 5-7pm :: dinner, transition to Rio Theater
    - You are on your own for eating dinner and getting to the Rio Theater
    - Please arrive at Rio Theater by 6:30pm to beat the rush and get into seats
  - 7-10pm :: Sammy Awards
    - Each team gives 7 minute presentation
Sammy Awards

- Please help spread the word about the Sammy Awards!
- The Rio Theater can fit 700 people, and I would love to have 500+ people attending
- Main event web page:
  - [https://games.soe.ucsc.edu/sammys-2012](https://games.soe.ucsc.edu/sammys-2012)
- UCSC students and family can attend for free.
- Outside community members: $5
- We request that you register for the event, so we know how many people are coming (and can stop outside registration if the event is really popular)
For the Sammy Award judges, and for the Sammy Awards themselves, you will have a 7 minute presentation slot.

- This is a hard, hard, hard time limit.
- I will be rude and chop you off.

In the Rio Theater, you will be up on stage, and most likely not able to physically touch the presentation computer

- You will not be able to give a live demo of your game
- As a result, you will need a game trailer in your presentation
- This video needs to convey to the audience what it is like to play your game
- Also needs to describe the complete arc of playing your game all the way through
Presentations

- Two audiences:
  - Sammy Awards judges
  - Family, friends, community members attending Sammy Awards

- Communication Goals:
  - Convince judges to give you an award
  - Tell family, friends, community about your game, to convince them they would like to play it
  - Acknowledge everyone who has contributed to your game
Presentations

- There are many ways to accomplish the communication goals
- Some things you might want to cover in your presentation
  - Fictional setting of the game
  - What the player does in the game
  - What kind of game it is
  - Innovative aspects of the game design, artwork, audio, technology, etc.

- It can be very effective to show what players look like when they are playing the game (people having strong emotional reactions are powerful)
- Show what the arc of playing your game looks like
- Be sure to highlight important/interesting aspects of your game

- You must use Power Point (PC version)
  - All presentations will be combined into a single slide deck for the Sammy Awards and judging