

This is your first group project in 3801/3802. As mentioned in class, you'll eventually serve on a team working in each of our 3 target commercial engines (Unreal, Unity, Game-Maker). You'll also have a chance to work at least once with each member of the class.

In this project (and the other 2), you'll initially brainstorm with your group, break the project up into deliverables (which you'll submit to Jason), and give occasional reports to the class – at which time you'll be given a grade. I'll try to leave a little time in class for you to coordinate with your group-mates, but expect there to be a significant amount of work done outside of class on this project. It may feel a bit weird, but for the second project, I plan to start the project before fall semester is done, and then resume when we start ETGG3802. Why? To give you a bit more time to work on the projects (and since I decided to drop Lumber-Yard, there wasn't a clean way to divide the semesters).

*How ambitious should you be? Make sure the project has enough depth to get done in ~11 weeks and that everyone on the team can contribute something. But...make sure you can get it done in ~11 weeks too. One part of my interval grades will be how well your group performed relative to the other groups. There might even be some bonus points for more successful groups! **No one shall be the art / sound person!** You can get art / sound assets, but it won't count towards a contribution to the project (I'd much prefer a bunch of colored boxes to a person that gets shut out)*

For each interval, I'll grade you as follows:

- 33%: A measure of how well the *group* did at meeting all intervals. Usually everyone in the group will share this grade (to be assigned by JasonW)
- 33%: A peer-review. At the end of the interval, you'll grade each other (anonymously, and with option public feedback).
- 34%: Jason estimate of how much work you individually contributed to the project. I'll grade this from your "journal" which you'll submit at the end of each interval. The journal is just a document listing all the things you did, approximate times you spent on it, etc.

Interval1 (on blackboard, I'll call it **LabC**): ~8/29/2017 – 9/21/2017

- Meet with your group
- Pitch ideas, decide as a group what you want to do. Get feedback from Jason.
- Write up a list of *measurable* deliverables to be shown to the class by the end of this interval. JasonW will refine this list with you.
- Set up the perforce repository. You are required to use Perforce as your version control.
- You may optionally use other tools (Discord, Scrummy, Trello, etc.) to facilitate communication.
- Turn in your dev-log on / before the end of the interval (on blackboard)

Interval2 (on blackboard, I'll call it **LabD**): ~9/21/2017 – 10/12/2017

- Based on feedback from the class, re-evaluate priorities and plan a new set of milestones.
- Turn in your dev-log on / before the end of the interval (on blackboard)

Interval3 (on blackboard, I'll call it **LabE**): ~10/12/2017 – 11/2/2017

- Based on feedback from the class, re-evaluate priorities and plan a new set of milestones.
- The end of this interval marks the end of the project. You'll be assigned a new team shortly after, working in another game engine.
- Turn in your dev-log on / before the end of the interval (on blackboard)

<<< SHUFFLE GROUPS / ENGINES >>>

Interval4 (on blackboard, I'll call it **LabF**): ~11/7/2017 – 11/28/2017

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Interval5 (on blackboard, I'll call it **LabG**): ~11/28/2017 – 12/14/2017

