

**Game Team Development
GM405
Full Game Build**

April 7, 2014 – June 16, 2014
Monday, Wednesday and Friday
Time: 1:00pm-2:50pm

Instructor: Kwame Hawkins
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Email: khawkins@living-arts-college.com

Name: _____

Due Date: _____

Goal: Create a working game build with the all of the final assets created during the previous sprint. We should be able to ship the game after this.

1. Make sure that the game is working.
2. Fix any problems with the game
3. Get students that are not working on the game to Beta Test the game.

Deliverables:

1. Unity Dir
2. Unity Build Files
3. Maya Files

Grading rubric

- | | |
|---|-----------------|
| 1. Game builds are complete and working | 50 points _____ |
| 2. Game builds have been beta tested | 10 points _____ |
| 3. Students met the deadlines | 10 points _____ |
| 4. All assets are working with in the game | 10 points _____ |
| 5. All files were submitted properly | 10 points _____ |
| 6. Student followed directions, naming conventions and pipeline | 10 points _____ |

Points: _____

Letter Grade: _____

Grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)
Grades also reflect upon the time the project is submitted.

HOMEWORK EXPECTATION

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 4 hours** on the 1 week period of this assignment to the complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.

LATE WORK

1. **All work must be handed in at the beginning of class. (15 minute grace period) Work submitted after the first 15 minutes of class, is Late.**
2. **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
3. **Late work must be submitted during the next day following the due date even if no class is held that day.**
4. **Assignment submitted beyond three days late will receive and F grade.**
5. **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
6. **Deadlines are important.**