

CMSC425 Fall 2019

Final project deliverables

Due on Tuesday, Dec. 10th.

Submit on Elms

The final project deliverables are due Tuesday, Dec. 10th by midnight. This is so we can get the grades ready in time for graduation. We understand that this is a busy time, so if you think that you will need more time, please contact your instructor via email **prior** to this deadline to make alternate arrangements. **We will try to accommodate all reasonable requests.** You do NOT have to turn in the final report or video until the day you present.

The rubric was given in lecture Nov. 12th. You will be graded on a number of components, from complexity to artistic merit to completeness to gameplay smoothness. See link:

<https://www.cs.umd.edu/class/fall2019/cmssc425/handouts/CMSC425Nov12Curves.pdf>

As with the other assignments, you can upload everything as a **zip file** through ELMS. If the file size is too large, you can upload the zip file to any online repository (e.g., Google drive, Dropbox, GitHub) and send us a link to this file. If you do this, do not make any changes until final grades are filed.

The zip file should contain the following things:

- **Final Report:** Preferably a Word document or pdf containing the following information:
 - *Game Title*
 - *Team members:* List the names exactly how you would like us to list them on the class web page
 - *Short description:* (say around 100-200 words): This is for posting on the class web page. (See, for example <http://www.cs.umd.edu/class/spring2018/cmssc425/final-projects.shtml>)
 - *Fuller description:* Describe the game-play, notable features that you would like us to consider when grading, models/animations/assets that you created, and any known issues.
 - *Credits:* For group projects, if there was a division of labor, explain how the work was divided among the group members.
 - *External resources:* Explain which assets (models, textures, animations, sounds, music, code) were downloaded from external sources. If you modified any of these assets, please explain the extent of these modifications. (This does not need to be super detailed, as long as we can determine what you developed and what came from external sources.)
- **Source Files:** As in previous assignments, this can be the root Unity folder (with Assets and Project Settings), or the equivalent for your game-development software.
- **Video (link):** A short video demonstrating your program (1 - 5 minutes is typical). Since these files can be huge, it is fine to send us a **link** to a video on the web (ideally one already uploaded to Youtube). You can include this in your Final Report. Be sure that the file format is one that Youtube supports (see <https://support.google.com/youtube/troubleshooter/2888402?hl=en> (Links to an external site.)).