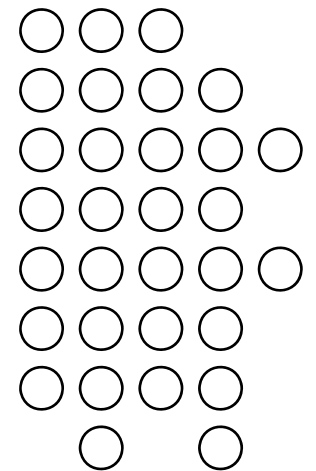
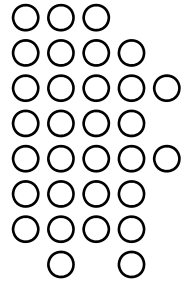


What makes a ~~good~~ *great* final project?

Nicholas Gorski
October 17, 2007

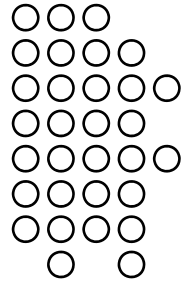


Final project grading



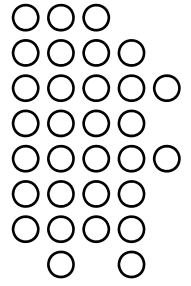
- Grading criteria is (mostly) the same as for the arcade games
 - But with higher expectations
- Two final project goals
 - Get a good grade
 - Do well at the showcase!

Final project showcase



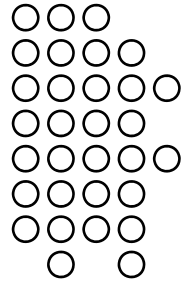
- Held in a CSE lab in the evening
- 200+ person attendance at prev. showcases
- Attendees vote on best games
 - Winners receive prizes
 - Winners also impress graders

How to make a splash at the showcase



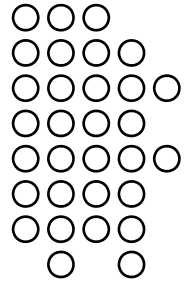
- Showcase attendees are like graders
 - They only have a few minutes to play each game
- Showcase attendees are also a “mob”
 - If a few people start shouting while they play your game...
 - ...then other people will want to play it too!

Making a good first impression



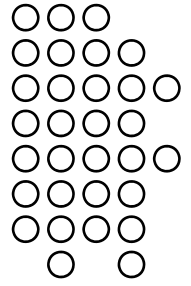
- Graphics
 - Attendees can see your game from across the room
 - 3D, slick, colorful, bright and high-contrast
- Sound and music
 - The showcase is loud and crowded
 - If your game isn't loud, it will blend in
- Networked
 - Competing against other people – more shouting!
 - Might avoid complicated AI
 - If not networked, then multiplayer?

Making a good first impression



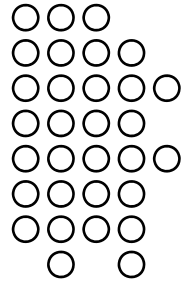
- Easy to understand
 - Clear, brief instructions
 - Intuitive controls
 - Obvious short-, medium- and long-term goals
- But above all...

Making a good first impression



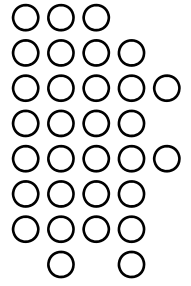
- Good showcase games are FUN to play!
 - A n00b should sit down and immediately have fun
 - Someone that's been hogging the game for 30 minutes should also have fun

Good gameplay is an art...



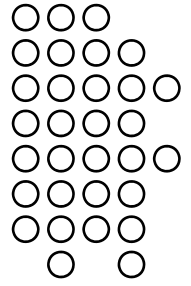
- But we do know elements of good gameplay
 - Interactivity
 - Pursuing and achieving goals (challenges)
 - Feedback about position relative to goals
 - Interesting choices required to achieve goals
 - Consistency and fairness
 - Avoiding unmotivated repetition
 - Continued growth for player

How to win the showcase



- Knock their socks off...
- ...by not reinventing the wheel!
- 3D Graphics
 - OGRE, Panda 3D, Irrlicht, Nebula Device 2, Horde 3D...
- Physics
 - Bullet, Open Dynamics, OPAL, Tokamak, Farseer
- Networking
 - openTNL, RakNet, C4...
- Audio
- GUI

How to *really* win the showcase



- Have a “secret weapon”
 - “gimmick”
 - 6 years ago, this meant a 3d engine
 - 2 & 3 years ago, it meant being networked
 - Last year, it meant playing multiplayer on an Xbox
 - This year, it means... ?