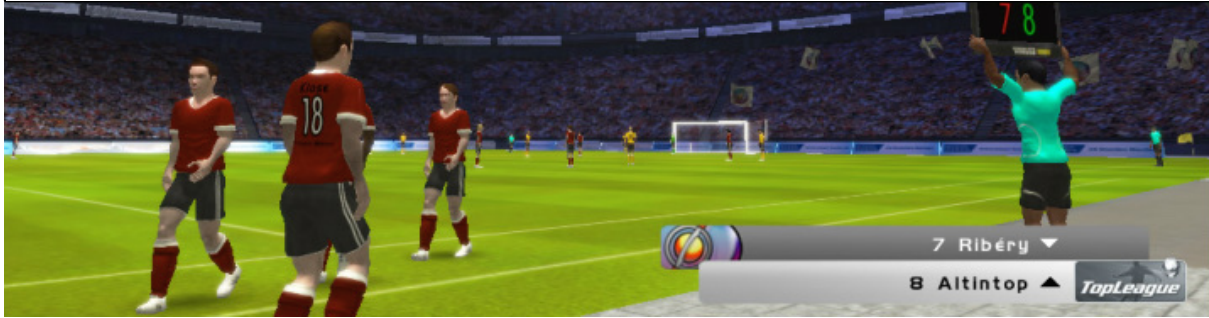


## Spring 2025 - CSC329 Game Programming - Final Game



**Due date: On the day of your final game presentation on 5/6 and 5/7. We expect you to build your project as a Unity game and commit both the sources and the binary to the class SVN-Repository. The sources should be placed in the folder `final/src` whereas the binary should be placed in `final/bin`.**

Here is the information regarding your final game project. Keep in mind that this project constitutes 40% of your final course grade, so strive to create the most polished game for the presentation. How are we grading?

- Your evaluation will be based on your game's comprehensiveness, including functional game mechanics, engaging game elements, documentation (a PDF instruction manual is acceptable), multiple stages, and so on. Please be aware that networking and state-saving features are not mandatory, as these requirements have been lifted to allow you to concentrate on developing the core gameplay experience.
- To achieve an 'A' grade for your game, it must exhibit a high level of polish and be free of bugs. The game should reflect substantial programming effort on your part. Exceptional gameplay mechanics are essential for securing an 'A' grade.
- A game will receive an 'F' grade if it is significantly flawed, rendering it unplayable, or if it demonstrates minimal effort on your part. An example of this would be copying code from another source and merely altering the visuals. Similarly, if you base your game on a tutorial and fail to clearly indicate your original contributions, your game will also be graded as an 'F'.
- Grades B through D fall within the intermediate range, reflecting varying levels of quality and effort between the highest and lowest grades.
- We will examine your source code during the evaluation process. Failing to provide the necessary source files will be considered a missing component and will negatively impact your grade.