

MOBILE GAME DEVELOPMENT PROJECT

You are required to create a mobile game based on the following criteria:

Platform: J2ME/MIDP 2.0 or Symbian C++

Game type: Mobile Multiplayer Network Game and/or Mobile 3D game

Target audience: Teens/Young adults

Group size: 2* (max)

PROJECT SPECIFICATIONS

Your first task will be to create project specifications. This is your chance to aim your project toward a successful conclusion. If you can state clearly at the outset just what your program is going to do, then you have a firm basis for your design and the ultimate implementation. The specification should include title page, descriptions of the game concept, player motivation/hook, the hardware and software requirements, feasibility studies, unique selling proposition, target client device specification (minimum requirements), target server specification (minimum requirements), and a schedule for the next 10 weeks in line with the following general schedule. Each group should submit one or two specification to your class tutor. Your specification should be two to four pages long.

GENERAL SCHEDULE[#]

Submission of project specifications: **week 3**, Fri 1 sep 2006, 5pm

Approval of the specification (by tutor): week 4, Fri 8 sep 2006, 5pm

Project submission (document and code): **week 11**, Fri 3 nov 2006, 5pm

Project presentation: **week 12** (during the LAB session)

* - group size is subject to change depending on the module cohort size.

- the dates given in the general schedule are due dates.

PROJECT SUBMISSION

A CD-ROM containing the following items should be submitted to the tutor before the due date.

- CD-ROM label: Should have game title, group members name, metric no, module code and year/semester.
- Credits: A text file in the root folder stating the game title, date of submission, year, semester, member names, metric numbers, photos and roles in the project development.
- Create the following folders (in bold) and put relevant contents.
 - **Spec** -- Project specification
 - **ClientSrc** -- Complete project source codes and resources.
 - **Install** – JAD and JAR files (must be obfuscated).
 - **ServerSrc** -- Server side codes (html, aspx, asp, servlet, jsp and other server side codes).
 - **Database** -- Database files if any.
 - **Poster** -- A4 size poster with the following info.
 - University name & logo
 - School name
 - Game title
 - Group members' name, metric number, module name
 - Screen shots/photos from the project
 - Important Features (such as, Physics, AI algorithms used, Graphics, Performance...)
 - **Spec** -- Project Specifications
 - **TechGuide** -- Technical Guide containing functional block diagram, detailed Installation instructions (client and server) and target hardware/software requirements.
 - **UserGuide** – How to play the game?
 - **VideoClip** -- Screen capture video. Play your game in a phone emulator and capture it the play as a clip for 30sec to 1 min. Add appropriate caption in front (project title, your names, your photos).
 - **Publish** – A HTML web page (single page, short) containing game features, screen shots, links to jad and jar files, and link to user guide. [You may have another copy of jad, jar (must be obfuscated) and user guide in this folder]. 'Publish' should be the root folder of the web site and all the links should be relative.

PROJECT ASSESSMENT

Assessment of the project will be based on the following criteria. Though it is a group project, the marks among the members in the group may vary heavily based on their contributions.

- Game project specifications (originality of game concept, uniqueness, creativity...)
- Technical features (game physics, AI, scene management, animation, networking, 3D, SVG, splash screen, record store...)
- Playability (performance, stability...)
- Content & Design (user interface, 2D and 3D artwork, 3D models, music and sound effects, data base...)
- Programming Technique (object oriented approach, layout, comments...)
- Deployment and portability features (multiple mobile phones), PDA and PC versions (optional).
- Game documentation (Project specifications, technical guide and user guide...)
- Promotional materials (poster, webpage, video clip....)
- Individual Contribution
- Presentation/Demo

Note:

- 1) In some mobile phones file names are case sensitive and maximum size for file names is 16 characters. Try to make your game highly portable and test in some real devices.
- 2) All the contents must be original and created by the project group.