Announcement

- Hats off to graduates
  - Dinner Thursday April 24, 5 – 9 p.m.
    - Hacienda Restaurant. 10580 N. McCarran Blvd. Suite 102
    - http://www.cse.unr.edu/~sushil/class/381/notes/HatsOffForm.pdf
  - Friday April 25: 12 noon, DMSc 102
    - Colonel Jon Brickey, Ph.D. U.S. Army
    -
  - Extra credit
- BE THERE

Final Project

- Schedule
  - Project presentation/Demo:
    - Friday May 9 at 2:45 p.m – 4:45 p.m. in ECC

Week One

- April 14: Teams of 2, finalized
  - Short Lecture on GUIs
- April 16: Game Design Finalized (10 points)
  - Due at end of class
    - One paragraph description of game
    - Role statement for each team member
    - List of requirements
      - Assets
      - One paragraph description of game physics
      - One paragraph description of game AI
      - One paragraph description of game networking

Week 2 (Demos in class)

- April 21 (10 points)
  - One level with terrain or other immovable obstacles
  - Entities at initial positions in level, entity control
  - Camera at initial position and camera controls
- April 23 (5 points)
  - Well textured entities and terrain
  - Entity physics alpha
  - NPC AI alpha
  - Background sound

Week 3

- Monday April 28 (10 points)
  - Initial UI
  - Physics finalized
  - Initial game-play demo
  - Non-group members will play your game
  - Feedback
- Wed April 30 (5 points)
  - Game Demo
  - NPC AI finalized (if applicable)
  - Game play feedback
  - Non-group members will play your game

Week 4

- Monday May 5 (10 points)
  - Beta Demo: Final UI
  - Game-play improvements based on feedback
  - Game play ideas and feedback
- Friday May 9: 2:45 – 4:45. Pizza (45 points)
  - Game demo and evaluation
  - Demo the game on the projector
    - Invite members of the audience to play the game
  - Evaluate others' games