

Game prototype (ms2)

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Default deadline: 21.11 The core game mechanics and flow should be established and well-expressed. The physical prototype should be created. Networking prototype should be working.

Group tasks:

- Finalise game mechanics description due November 11
- Brainstorm ideas for physical prototype due November 11
- Create physical prototype due November 18
- Design game architecture

Individual tasks:

- Report on the Game prototype stage due November 18
- Presentation for the class due November 18
- Project critiques due November 11
 - We will have to give critique to every other project, individually
- Initialise repository
- Networking experiment
 - Research networking possibilities, land on one solution and prove that it works by creating a sample scene that exchanges custom messages between two clients.