

CISC 3667 Final Project: Original Digital Game Design and Development

Overview

For your final project, you will **design, develop, test, and present an original playable digital game**.

You may choose your game's **genre, format, theme, visual style, platform, and development tool**. You may use any of the various development approaches that will be discussed in class, or any other development tools with instructor approval.

This is an **individual project**.

You will work on your game throughout the semester and submit your completed game to the **CISC 3667 Class Game Jam**. Your game should be based on an **original concept or original combination of ideas**. You may use external assets, libraries, tutorials, templates, code, AI tools, and other resources as appropriate, but **you must clearly document and credit any significant external resources or assistance used in your project**.

Game Design Requirements

Your game may be any genre or type of experience, but it must include:

- **A clear goal:** What is the player trying to accomplish?
- **A core mechanic:** What does the player repeatedly do?
- **A gameplay loop:** How do player actions lead to game responses and continued play?
- **Rules and challenge:** What creates obstacles, decisions, difficulty, or tension?
- **Meaningful game state:** What information or conditions change as the game is played?
- **Player feedback:** How does the game communicate the results of player actions?
- **Progression:** How does the game change or develop as the player continues?
- **A clear beginning and end:** How does the player start, complete, lose, or restart the game?

Game Development Requirements

Because students may use different tools and create different types of games, everyone is not required to implement the exact same technical features.

However, every game must demonstrate the following **8 development concepts**:

1. **Player Input or Meaningful Interaction:**
 - The player provides input or makes meaningful choices that affect the experience.
2. **Dynamic or Autonomous Behavior:**
 - Game elements change, move, respond, or behave independently according to programmed or designed systems.
3. **Game Logic and State Management:**
 - The game tracks and responds to changes in conditions such as score, health, inventory, game states, variables, choices, or other meaningful data.
4. **Meaningful Interaction Between Game Elements:**
 - Game objects, systems, or entities interact in ways that affect gameplay.
5. **Player Feedback:**
 - The game communicates the results of player actions through visual, audio, textual, mechanical, or other appropriate forms of feedback.
6. **Progression or Difficulty:**
 - The experience changes as the player progresses through increasing challenge, new content, changing conditions, or other meaningful forms of progression.
7. **User Interface and Navigation:**
 - The game includes appropriate interfaces for gameplay, information, instructions, menus, navigation, or player interaction.
8. **Persistence or Meaningful Data Management:**
 - The game saves, stores, retrieves, or meaningfully manages data during gameplay or between play sessions.

How you implement these concepts will depend on your game and the development tool you choose.

In your Game Design Document, you must identify how your game demonstrates each of the 8 development concepts and explain how they are implemented.

Game Design Document

You will also create a **Game Design Document (GDD)** that explains your game and the design and development decisions you made. Your GDD will include:

1. **Game Overview and Concept**
2. **Target Audience**
3. **Core Gameplay and Game Systems**
4. **Rules, Challenge, and Progression**
5. **Important Design Decisions**
6. **UX, UI, and Accessibility**
7. **Visual or Level Design**
8. **Playtesting and Iteration**
9. **Development Reflection**
10. **Sources and Assistance**

A detailed GDD template and instructions will be provided later in the semester.

Final Submission

Your completed Final Project is due **before the start of class on Tuesday, December 1, 2026**.

By this deadline, you must:

- **Submit your game to the CISC 3667 Class Game Jam**

Your completed game will be submitted to the **CISC 3667 Class Game Jam**, where it will be available for **the class to play**. Your Game Jam submission must include:

- Game title
- Playable game
- Brief game description
- Player instructions or controls
- Development tool or engine used

Your game must be playable by other members of the class. **Before submitting, test your Game Jam submission to ensure that other players can successfully access and play your game without assistance from you.**

- **Submit your documentation to Brightspace**

You will submit:

- Your completed Game Design Document
- A link to your Class Game Jam submission
- Any required project or source files
- Your playtesting and iteration documentation, if not already included in your GDD

Final Presentation

During the **final four class meetings (December 1–December 10)**, all students will present their completed game to the class. Your presentation should briefly introduce your game and demonstrate the work you completed throughout the semester.

Your presentation should include:

- **A brief introduction to your game**
- **Your game's core mechanic and gameplay**
- **A discussion of your design and development process**
- **At least one challenge you encountered and how you addressed it**
- **Changes you made based on playtesting, feedback, or development**
- **A demonstration of your playable game**

Presentations should focus on showing and discussing your completed project rather than simply describing it. **Each presentation should be approximately 8-10 minutes, including the demonstration of your playable game.** Additional presentation details will be provided later in the semester.

Final Project Rubric (100 Points)

Category	Points
Game Design: Goals, mechanics, gameplay loop, rules, challenge, feedback, and progression.	20
Game Development: Implementation of gameplay systems and the selected development concepts.	20
Player Experience: UX/UI, accessibility, feedback, progression, and usability.	15
Technical Quality and Completion: Functionality, stability, testing, polish, and overall completeness.	10
Playtesting and Iteration: Evidence of feedback and meaningful improvements.	10
Game Design Document	15
Game Jam Submission & Presentation	10
TOTAL	100