

Final Deliverables Checklist and Cover Sheet

Student:

Game Title:

Description:

Deliverables*:

1. Checklist/Coversheet
2. Signed Job Orders Nos. 1- 6
3. Design Document (and Technical Document if prepared)
4. Completed bug report (prepared by you for a game by another team)
5. Any preliminary/working sketches and drawings
6. Final packaging/credits artwork (i.e. for CD, download web page, etc.)
7. All original native 3D art files (.max, etc.), textures (.jpg, .png, etc.), sounds (.wav, .ogg, etc.), prepared by your team.
8. Complete final Unity project folder (including all Assets -- models, textures, animations, sounds, scripts**, etc.)
9. Playable executable – final build (PC)

* The preferred format for printed documents is **scanned PDF's**, but printed hard copy will be accepted.

**** all scripts must be extensively commented to indicate the precise functionality of each section.** Recommendation: ask the least code-experienced members of your team to review each script for to what they think should receive a comment.