Software project delivery
Game template

# **How to use the document** *(for students)*

At the end, the team is required to provide a final description of your game project. It needs to connect on the initial Software project description. The project might be steered during its execution as is usual for games. Features may be dropped, transformed, added. Similar to the “Software project description” document, it must be approved by your supervisor as well as a member of KSVI Software project committee and also an opponent. The opponent is appointed by the KSVI Software project committee member. Completed document (including signatures) should be in the end scanned and sent to the [KSVI Project Board](https://docs.google.com/document/d/1PsY5-6JFFqXjjbUD24gSTWDT-ciCvwS2eLwR4lf3rIY/edit?usp=sharing) <projekty@ksvi.mff.cuni.cz>; keep your copy while leaving the original with your supervisor.

# Software project details

Name of the project:

<fill in the name here>

Initial Software project description document:

<fill in the link here>

SCM repository of the project:

<fill in the link here, mark whether it is public or private>

Team members submitting the project:

| **Full name** | **Field of study** | **Email** | **Signature** |
| --- | --- | --- | --- |
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Main contact

*Appoint a (student) team member who is the main contact of the team; fill in their full name.*

Full name:

Does the team differ from its initial state?

Yes / No

If the team has changed, describe why:

<fill in the reasoning or delete this section>

Date of submission:

<fill in the date you are submitting your project>

# Implemented features

# *Provide a list of game features you promised in the original description and actually implemented. As a rule of thumb, begin with copy-pasting features from the original description (maintaining the numbering!) and cross out those you have dropped. For each dropped feature, provide a reasoning (a few sentences) why you have done so. If you implemented new features, add them here as well using the numbering N1, N2, …*

~~I1 - A character will be able to fly.~~

Reason: We moved the game world underwater so the character does not need to be able to fly anymore.

N1 - A character is able to swim.

Reason: Whole story is now happening underwater.

# Documentation

Landing page including the build of the project:

*Your game must have a landing page where the build of the project can be downloaded from. If secrecy is required, you can secure the download link or limit access to the landing page. If you need to, consult the form with the Project Board upfront.*

Gameplay video link:

*You have to create a gameplay video showcasing as many implemented features as possible. If secrecy is required, you can limit access to this video. If you need to, consult the form with the Project Board upfront.*

Programmer documentation form:

*You are required to provide a description of the project architecture. Keep it high-level and provide references to the code that ought to be documented. Again, depending on the project type, this might need to be more detailed, e.g., if you are developing a library, you should document it well.*

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# Approval

**Supervisor**:

Place:

Date:

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 SIGNATURE

**Opponent:**

Place:

Date:

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 SIGNATURE

**KSVI Project Board Member:**

Place:

Date:

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 SIGNATURE