

# Polish Submission Checklist

Assignment link: <https://artcenter.instructure.com/courses/12602/assignments/62513>

Add your Itch page to the class doc: [EGAM 102 SP25 - Itch Links](#)

Itch.io upload instructions here: [ArtCenter - Itch.io and WebGL](#)

## Unity Build (45%)

- ☒ 20% — Playable on Itch.io
- ☒ 5% — ~~Functioning win and lose conditions~~
  - *Win and lose should have unique presentations*
- ☒ 5% — ~~In game "Restart" button~~
  - *Your game should be able to restart without reloading the browser page*
- ☒ 5% — ~~UI should scale properly~~
  - *All UI should be visible in both windowed and fullscreen modes*
- ☒ 5% — ~~Sensible default resolution~~
  - *Player Settings > Resolution and Presentation should be 960 x 540*
- ☒ 5% — ~~Only one "Fullscreen" button~~
  - *Use Unity's fullscreen button, turn off Itch's*

## Itch Page (20%)

- ☒ 5% — ~~Cover image~~
  - *Upload a cover image to your Itch page. This can be as simple as a screenshot of your game.*
- ☒ 5% — ~~30 second gameplay video~~
  - *Record and upload a 30 second video of your prototype to your Itch page description. Make sure to include footage of the win and lose conditions.*
- ☐ 5% — **Git Repo link**
  - *Repo should contain up to date project files.*
- ☐ 5% — **Game Description**
  - *Write a short description of your game - win/lose conditions, controls, etc*

## Lecture Requirements (20%)

- ☐ 5%     **Particles**
  - *Use at least one particle system in your prototype. This particle cannot be the default system - make changes to the shape, lifetime, texture.*
- ☐ 5%     **Original Prototype Itch link**
  - *Include a link to your original prototype in your Itch description*
- ☐ 10%    **Polish Description**
  - *On your Itch page, describe what changes you made to your prototype **and why**. Changes to the tutorial, new levels, adjustments to mechanics, additional feedback, particles, etc.*

## Design Details (15%)

Pick only two of the following topics, and add a description of each implementation to your Itch page. Remember effort in this section should go “above and beyond” typical requirements.

- **Balance**

Your game has deliberate pacing and thoughtful difficulty. Players are given interesting risks and rewards to juggle - using a powerful ability should have meaningful consequences. The experience can be challenging, but should feel “fair” (Tune difficulty for the player, not yourself).
- **Communication**

Spend time and effort on clear and effective feedback for players. “Good” actions in your game should give players a positive satisfying feeling, while “bad” actions should give players a negative avoidant sensation.
- **Iteration**

Your game mechanics have gone through several rounds of changes and improvements, based on your design instincts and playtesting feedback. Your gameplay should feel well defined, with an intuitive flow between mechanics.
- **Freshness**

You’re trying something new for this class - a different genre, a unique style, a new programming technique, a novel gameplay structure. Exploring and diversifying your

approach to prototyping will rapidly expand your skills. This does NOT include using coding techniques from this week's lecture.