

PV266 – Game Development II

Task 6 – Team, Materials for Web

spring 2023

deadline: none

Extra two small requests to submit into vault 6:

- The “**Team.txt**” text file describing the workload of team members – both by enumeration of tasks done by the member and by percentage (hint – the sum of percentage should give 100 % ;-). Example:
 - Alice: team leader, level design, implementation of mechanic X; 40 %
 - Bob: implementation of mechanics Y and Z, lead tester; 30 %
 - Eve: assets authoring, level design, implementation of the main menu a mechanic X; 30%
 - Optional – shortly describe cooperation in the team – what worked well, what did not, where you got stuck, and what tools you used (Trello, Jira, none, etc.).
- Folder “**Web**” containing:
 - A simple text file containing:
 - Names of authors (full names including diacritics)
 - Target platform (e. g. “PC”, “Android”, “HTC Vive”)
 - Short description of the game. Scope: up to 600 characters.
 - Three images from your games. The first one could be a logo, a screenshot of the main menu, or another “intro” image. The other two should be screenshots from the game itself (without any out-of-the-game post-processing (e.g., in Photoshop)). The aspect ratio of images should be 16:9, and the resolution should be 1920x1080 or more.