

Assignment 1

CS 481/681: Advanced Computer Game Design
Fall 2009

Objectives

1. Demonstrate understanding of game design elements
2. Demonstrate the ability to bring together multiple game components to design a simple arcade game

There are three parts to the assignment.

1 Game Design and Design Documentation (Due Sept. 21)

Design, implement, and test a crude prototype of your arcade game. I can only help with pygame. You, however, can use Microsoft's XNA, Apple's iPhone SDK, or some other game platform.

- Demonstrate this prototype in class/lab
- Turn in a game design document
 1. Game title
 2. Introduction and short 1 page description of the game
 3. A description of each level of the game (max one page per level)
 4. A 2 page critical description of the game along the lines of Assignment 0. Some sections may be blank.

2 Game Implementation and Testing (Due Sept. 28)

Taking class feedback into consideration, refine and fill out your game with better gameplay, scoring, graphics, sounds, physics, and AI. You will demonstrate this game to other students and test its playability and robustness.

Create a questionnaire for students, and a form for you to fill out while you watch students play in our lab.

3 Final Version of Game (Due Oct 5)

Once again taking feedback into consideration, refine your game, ensure that all levels have been tested, and get it ready for release. Students will play your game in lab, and grade it using a questionnaire that I will prepare with your help.