

CIS 3600, PROPOSAL III

INDEPENDENT GAME PROJECT

PROLOGUE

In project #3 you will create a video game in a language and for a platform of your own choosing. We detailed several options in class, and useful information, to help you get started, can be found on the course website.

Before you begin programming, you will submit a (minimum 1 page) report detailing EVERY aspect of the game you are going to create. This report will be worth 2.5 of the projects 20 total points.

ASSIGNMENT

DATE DUE: November 22nd, 2010

Your report should contain a general description of the game you are going to make. Your grade will be determined as follows:

- 0.5 points for "high-level" description of the game
 - 0.5 points for a detailed description of the mechanics of the game (language, platform, paradigm)
 - 0.5 points for a detailed description of the dynamics of the game (world, objects, axioms)
 - 0.5 points point for description of the aesthetics of the game (look, color-scheme, interface. It will be helpful if you include a picture.
 - 0.5 points point for proper layout (see below)
- 2.5 points total

LAYOUT

1. Name, Date, Class at top of paper.
2. Single spaced paragraphs.
3. 12 point font.
4. 1 inch margins
5. No more than 1/4 of the page used for graphics/images/screenshots