

CIS 3.5, spring 2010, Project III

Game Programming and Narrative

Overview

- This is the project for unit III of CIS 3.5. This project covers game programming and narrative.
- The project is worth 15% of your term grade. It will be marked out of 15 points.
- The project is due on Monday, May 5th 2010.
- You should email your game to: meyer@sci.brooklyn.cuny.edu
 - If sending multiple files, please use a zip utility and email all of your files as ONE attachment.
- Your Game Proposal worksheet may be handed in during class or left in my mailbox in the CIS office.

Project description

The purpose of the project is to create a GAME. Whether or not your game includes a NARRATIVE or is presented as an INTERACTIVE STORY is entirely up to you.

As usual, the project has two parts:

- (1) Design (5 points – basically 1 point per page)
 - a. You will find online, at the course website, a document titled “GameProposalWorksheet”.
 - b. You are to complete this document in its entirety and submit it the same time as your game application.
 - c. The document is to be completed by hand (using pen or pencil).
 - d. Your Game Proposal worksheet may be handed in during class or left in my mailbox in the CIS office.
- (2) Application. (10 points – points based on criteria define below).
 - a. You are to create a GAME.
 - b. You can create your game in any of the programming languages or environments listed below:
 - i. SCRATCH (I highly suggest you choose this option)
 - ii. Processing
 - iii. JavaScript
 - c. CRITERIA (10 points)
 - i. Your game and its content should be appropriate for all ages (Rated E for everyone). It may be displayed in class.
 - ii. Your game should have a Title and Instruction screen(s).

- iii. Your game should have multiple states (or levels) defined by different goals, styles of play or difficulty settings.
 - iv. Your game should have 3 or more distinct game objects (excluding the Stage object).
 - v. Your game should have at least one object under control of the player.
 - vi. Your game should have at least one object that acts (moves) independently of the player.
 - vii. There must be one instance of object interaction in your game (this could include objects that respond to mouse clicks, or it could be two objects that interact with each other).
 - viii. Your game should have a clear and compelling victory condition (there must be some way to win/lose your game) or a method by which a score is evaluated.
 - ix. Your game should be playable. That is, a player should be able to understand how to play the game, and be able to interact with the game to some sort of successful conclusion.
 - x. Your game should run without errors (be bug free... and yes, I will try and find errors).
- d. Further suggestions:
- i. Use iterative development:
 1. Get a very very simple version of the game up and **working** as soon as possible.
 - a. Start by creating the object that the player will interact with or control and get its functionality complete.
 - b. Don't worry about getting the graphics, or sound right at the start. Use "placeholder" graphics if necessary.
 2. Then add any extra objects that are required and get another **working** version of the game complete.
 3. Then work on getting every aspect of the functionality of the game correct in another working version of the game.
 4. Then go back and add sounds, improved graphics, instructions, credits and all of the other aspects of the game application.
 - ii. Be creative!!!
 - iii. Impress me!
 - iv. Impress your classmates!
 - v. Have fun with this!!
 - vi. Consider the fact that the idea you come up with could be the next great game idea!