

first lab for big game project

The BIG GAME PROJECT for the semester will be a complete game, written in **Blender**. You will work on the project in a group of 3 — with 2 other classmates as assigned in class on Tuesday Nov 6. The full specification of the project and rubric will be distributed and discussed in class on Tuesday November 13.

The game project will incorporate multiple steps, to be completed over several weeks. You will be given time in class to work with your group. You will also need to put in time outside of class working on your part of the project. Some of the major steps include the following:

1. Brainstorm the game design using **Storyboards**
2. Game rules and constraints, i.e., the **Rules of Play**
3. Game contents, i.e., the **Objects** that exist in the game environment
4. Game loop — *to be explained in class on Tue Nov 13*
5. State machine — *to be explained in class on Tue Nov 13*

Today, you will work with your team members on the first 3 steps. The fourth and fifth steps will be explained in the lecture class on Tue Nov 13.

Your game does not need to be completely new, but it must contain some unique and creative aspects. If you choose to build a version of an existing game, you must extend the game with some of your own features.

Storyboard

A **Storyboard** is a drawing of a series of screens, that illustrate your ideas about how the game should look and how it should be played. Your storyboard should include:

- “Intro” — introductory screen: the first thing the user sees when she starts up the game.
- “Outtro” — final screen: the last thing the user sees when she exits the game.
- Game Play — the screen(s) that the user sees when she is engaged in game play. This should include the initial game play screen, as well as other screens that the user might see if she does well (or badly) in playing the game.
- Other — this could be a login screen, “high score” or hall-of-fame page, settings, etc. *Note that the “other” type of screens are NOT REQUIRED as part of the assignment.*

Rules of Play

Begin to think about how the game will be played:

- How will the player win the game?
- How will the player lose the game?
- How will the player earn points?
- How will the player lose points? (if applicable—not all games involve losing points, such as sports games)
- What moves are legal in the game?
- What moves are illegal?

Game Objects

Begin to think about the objects that will be needed in the game:

- Will there be an avatar to represent the user? If so, how will the user control the avatar? What would the avatar look like?
- Will there be *non-player characters (NPCs)* (i.e., artificially intelligent objects) in your game? If so: How many and what type? How will they be controlled? What will they look like?
- Will there be any static objects in your game? (e.g., background environment) If so, what will they be? What will they look like?
- Will there be any reactive objects in your game? These are not intelligent, but just react based on game physics, such a basketball bouncing when it hits the ground. If so: What will they look like? How will they behave?