

## cis3.5, fall 2009, 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 using Scratch.
- The project is worth 15% of your term grade. It will be marked out of **15 points**.
- The project is due on **Wednesday November 25**. Email it to: `sklar@sci.brooklyn.cuny.edu`  
PLEASE use a **zip** utility to bundle your files together and email them as ONE attachment.

### project description

The purpose of the project is to create either a GAME or a NARRATIVE. As usual, the project has two parts: (1) design, and (2) application. The design is worth 5 points, and the application is worth 10 points. The first part contains written documentation, to be written using a word processor (e.g., in Word) and submitted as a PDF file (preferably). If you are writing a GAME, the second part is to be written using Scratch. If you are making a NARRATIVE, the second part can be written either in Scratch or using iMovie and GarageBand.

## 1 design (5 points)

### A. Reviewing other games.

This section of your design documentation should contain answers to the questions in lab III.3 (Wed Nov 11). You should discuss at least 3 classic games and at least 1 modern game.

**Be sure to discuss the game or narrative that you are building for this project**, using the same criteria.

### B. Planning your game or narrative.

- If you are making a GAME:
  - (i). Make a storyboard that illustrates each screen in the game.
  - (ii). Design the game states, showing how the user (or game environment) can make the state of the game change. Show the correlation between the screens and the game state.
  - (iii). Be sure to include instructions for how to play the game!
- If you are making a NARRATIVE:
  - (i). Make a storyboard that illustrates each scene in the narrative. A **scene** in this context is like a scene in a play or a movie. The “set” is different from one scene to another. For example, if the story takes place in a house, one scene could take place in the kitchen and another scene could take place in the living room.
  - (ii). Design the transitions, using both visual and sound aspects, so that the narrative flows smoothly from one scene to the next.
  - (iii). Include a script for the narrative that tells the story and describes each scene in words. This should read like a short play.

### C. Hints for success.

- Write in clear English.
- Check your grammar and spelling.
- Save your document as PDF, if possible.

## 2 application (10 points)

- Using **Scratch**, build the game or narrative that you designed above.
- Your application should contain the following elements:
  - If it is a game, there should be at least 3 different screens and at least 3 different game states.
  - If it is a narrative, there should be at least 3 different scenes. There should be a definite story.
- Okay, I didn't give you a lot of constraints or instructions here.  
Be creative!!!  
Impress me!  
Impress your classmates!
- Your narrative or game will be demonstrated in class, so be sure that the content is appropriate for all ages.  
Rated **E** for everyone :-)