

1 Description

This assignment is worth 10 points, or 10% of your term grade. It is due on September 21.

The purpose of this assignment is to highlight some of the fundamental aspects of game programming, such as: definition of graphical game objects, animation of graphical game objects, interaction (e.g., collision) between graphical game objects, user interaction with graphical game objects, and keeping score. For this assignment you will program a **classic arcade game** in HTML5, and demonstrate these fundamental aspects of game programming.

Depending on your experience level with HTML5, you can decide how sophisticated to make this. For example, if you have never programmed in HTML5 or Javascript before this semester, then you can produce something simple like **Pong**.

BUT, your version must be more advanced than my pong-like example (on the class web page)!!

On the other hand, if you already know some HTML5, then you can produce something more sophisticated, like **Pac-Man** or **Tetris**, or something else...

2 Grading Rubric

- definition of game objects = 1 point (e.g., ball, paddle, pacman, ghost, tetromino OR ...)
- animation of game objects = 2 points (e.g., moving ball, moving ghost, falling tetromino...)
- interaction between game objects = 2 points (e.g., ball hits paddle and bounces, ghost eats pacman, full row of tetrominoes disappears ...)
- user interaction with game objects = 2 points (e.g., user moves paddle, pacman, tetromino...)
- keeping score = 1 point (e.g., user who plays well earns more points than user who plays poorly)
- difficulty = 1 point (e.g., just fixing my pong will get you 0 points here. I would like to see more!!)
- README = 1 point : You must include a README file (plain text or PDF format) that explains how you fulfilled the rubric.

TOTAL = 10 points

3 Submission Instructions

- Your game should be contained in an HTML5 file, along with a CSS file (unless you embed CSS inside your HTML file). You may also include image files.
- Include your README file, mentioned above. This is a file in PDF or TXT (plain text) format that describes how you met the rubric. Explain what your **game objects** are, how they animate, how they interact with each other, how the user interacts with them, and how the scoring works. If your game does not have all of these elements, then change it so it does! Otherwise, you will lose points.
- ZIP together all the files that comprise your game.
- Submit your assignment electronically, using the submission page linked on the class web page:
<http://agents.sci.brooklyn.cuny.edu/sklar/cisc3660/>
- Your username and password for accessing the submission site will be given out in class on September 11.