topics:
- game play: steps for game development

references:
- http://www.evl.uic.edu/spiff/class/cs426/
y by Prof Jason Leigh, University of Illinois at Chicago (http://www.evl.uic.edu/spiff/)
and Prof Robert Kooima, Louisiana State University (http://csc.lsu.edu/~kooima/)

main steps for game development
1. brainstorm the game design using storyboards
2. define game rules and constraints, i.e., rules of play
3. design game objects, i.e., data structures
4. design game loop
5. design state machine
6. prioritize development steps
7. build incremental prototype:
   - 7.1. game objects
   - 7.2. sound effects
   - 7.3. play testing
8. repeat/refine steps as needed, adding features to priority list
   - today we will start brainstorming...
   - over the next several weeks, we will discuss each of the steps and implement them in a big project for this unit

project for unit III
- the project for unit III will be a complete game
- the project will be done in groups of 3
- groups will be assigned randomly (in class today)
- group members will evaluate each others’ contributions, so participate!
- game will be written in Blender
- class/lab time will be given for working on the game
- you can design and build a brand new game
- or you can extend an existing game, in which case you have to make significant changes to the game in some creative ways
- there will be multiple opportunities for me to review your design and give you feedback

sample game: SandyLand
- did you ever play Candy Land when you were a kid?
  - In this game, you move a gingerbread man along a path of colored tiles.
  - The path leads to Candy Land.
  - The goal of the game is to be the first player to reach Candy Land.
  - You draw cards that have colors on them, and advance your gingerbread man to the next tile whose color matches the color on the card you drew.
  - There are special tiles with characters on them (e.g., sugar plum fairy) and special cards to match.
  - If you draw a special card, then you move to the tile with the matching character—even if that tile is behind you.
- in our modified game, Sandy Land, your goal is to move from your flooded house to the nearest Evacuation Shelter.
  - Along the way—the evacuation route—you have to be careful to avoid falling trees and downed power lines.
  - You can pick up bottled water for drinking, which will help increase your health points.