Spring 2018 - CSC329 Game Programming - Assignment 3

Due date: Thursday, February 15, 2018, 11am, upload to a folder named assignment3/ off of your home directory.

Exercise 3.1 [10 points]
Please write up a design documentation for your upcoming game. The document should be uploaded as a .pdf document, no native MS Word, Pages, Open Office documents please. Include the following items in the documentation:

1. Summary of the game: describe the unique characteristic of the game. Give an overview. This should be no more than one paragraph.

2. Genre: what games does your game draw from and expand upon?

3. What is the story of the game? Name basic elements - a character, a place, a mission. Describe the scenes. Does sound play a role in your game? If so, in what way (e.g. dramatizing effects)?

4. Control scheme: how will the user interact with the game. Mouse? Keyboard? Other (e.g. line-in, microphone)? What button will do what? If there is any type of GUI or Heads-up-Display, please provide a sample screen shot of GUI (hint: you can use a mockup of your screen, e.g. http://balsamiq.com/)

5. User progression: How will the player progress through the game? Levels? Beat puzzles? Will the game end, will it go on forever?

6. Game AI: How intelligent are the characters in the game if there are any? What kind of Artificial Intelligence is considered (if any)?

7. Network usage: Usually, games must have some network connectivity. As we said in one of our classes, it might not be the case in your game project this semester. However, a network connectivity can be as simple as uploading high scores. Or more complex for a two player network game: How will your game use the network if at all?

8. Sample screen shots: provide enough sample screen shots (from the mockup if not from the actual game scenes that are already done) to give a general idea of the game.

Important!
Remember that with each programming assignment, we are providing a unit that you can later implement into your game as a whole. For example, last week you learned how to load and split sprites and make a simple animation loop. So, now you need to start adding those elements to your own game. In other words, start programming your game now!