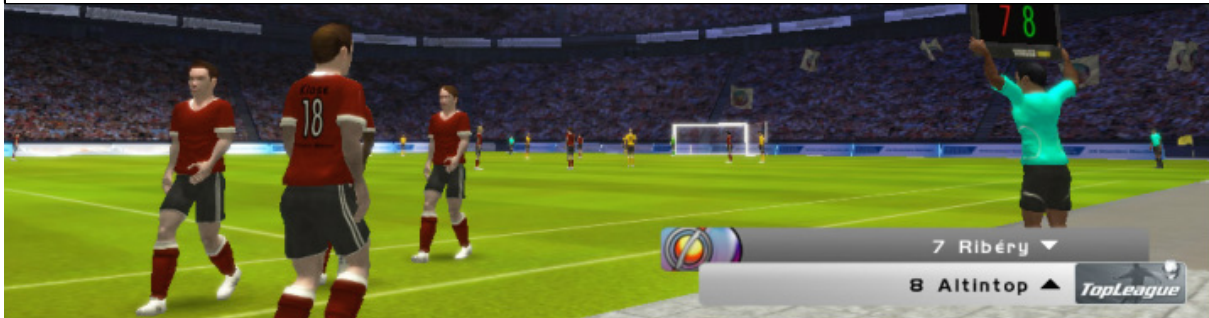


Spring 2024 - CSC329 Game Programming - Assignment 3



Due date: Thursday, February 15, 2024, 11:00 am, add and commit a folder assignment3/ to our class SVN repository.

Exercise 3.1 [10 points]

Please write up a design documentation for your upcoming game. The document should be uploaded as **one** file, a **.pdf** document. No native MS Word, Pages, or Open Office documents, please. Include the following items in the documentation:

1. Summary of the game: describe the unique character 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 screenshot of the GUI (hint: you can use a mockup of your screen, e.g. <https://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, 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 screenshots: provide enough sample screenshots (from the mockup if not from the actual game scenes that are already created) 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 developing your game now!