

**Due date: Thursday, February 16, 2011, 11 am. Send email to Muhammad (Email: [muhammad.m.mansour@gmail.com](mailto:muhammad.m.mansour@gmail.com)) with a link to a web page that contains the assignment (HTML please with embedded images, no .doc or other files to download). Please make sure that your name and "Assignment 4" is in the subject of your email.**

Exercise 4.1 [10 points]

In this assignment, you will write up a design documentation for your upcoming game. Please include the following items in the documentation:

- a) Summary of the game: describe the unique characteristic of the game. Given an overview.
- b) Genre: what games does your game draw from and expand upon?
- c) 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)?
- d) 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/>)
- e) User progression: How will the player progress through the game? Levels? Beat puzzles? Will the game end, will it go on forever?
- f) Game AI: How intelligent are the characters in the game if there are any? What kind of Artificial Intelligence is considered (if any)?
- g) Network usage: Usually, games must have some network connectivity. As we said in one of our classes, it 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?
- h) Sample screen shots: provide enough sample screen shots 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 up images. So, now you need to start adding those elements to your own game. In other words, start programming your game now!