

GDD 1200 Project Summary

Feed the Teddies

PROJECT OBJECTIVE

This project will give you some experience developing a simple game using the concepts covered in GDD 1200. The project is broken up into a number of increments. You won't have a complete game until you finish Project Increment 5, but that's OK – that's how game development works anyway!

PROJECT DESCRIPTION

The game you'll be developing is a simple 2D shooter in which you try to feed french fries to teddy bears until they explode. Unfortunately, the teddy bears explode after eating one serving of french fries! The teddy bears fight back, of course. Yes, it is totally weird.

STARTING THE ASSIGNMENT

To start your work, someone in your guild should download the GameProjectMaterials.zip file from the Project Increments content area on Blackboard and extract the contents somewhere. The zip file contains lots of code files and content for your project.

Next, create a MonoGame Windows Project (or MonoGame Mac Application (MonoMac) project) called GameProject in your shared Dropbox folder. DON'T call the project something else, it needs to be called GameProject for the next steps to work properly. Copy all the code from the Windows or Mac code folder into the appropriate place (you'll have to confirm replacing the template Game1.cs file the IDE generated for you) and add all the files you just copied to the project (except Game1.cs, which is already in the project). These are all the classes you need as well as stubs for all the methods you need. I even threw in some extra code snippets where I thought they might be helpful.

You also need to use the Pipeline tool to build content for all the content I provided to you in the zip file and add that content to the project.

PROJECT INCREMENTS

Your work on this project is broken into 5 increments. This is a good approach for a number of reasons. First, it lets you reinforce ideas you've learned in the course in a fun way. Second, it lets you experience the slow growth of an idea into a full game. Finally, this is actually how we do professional game development, so you get practice with that as well.

The only caution is that you need to do the increments, and usually the steps within the increments, in order. You can't skip steps and expect to successfully build the game.

Each of the 5 project increments contains multiple steps. The required steps (and resulting functionality) for each Project Increment are in the separate documents for each increment.