Lab 08: A full game

You are to build a complete game. The game can be based on the game you built for lab 07. Additional features include at least score keeping and a way to restart the game.

This assignment needs to be completed in two phases.

Phase 1: develop a planning diagram (see the textbook page 155 for an example) for a game you want to build. The diagram must include information regarding:

* the setting or theme
* the environment
* the avatar
* the player control
* the goal(s)
* the obstacle(s)
* the artificial intelligence (it should be very basic)
* the management of collisions
* the score keeping
* and how the game ends.

Phase 2: build the game you planned.

Place all files created, including the planning diagram, in a folder, zip it and submit in Blackboard.