

GDD 1200 Project Summary

Asteroids Redux

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 a simple implementation of the classic arcade game Asteroids.

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.

Help Policy

The help policy I have for project increments is significantly more strict than for the programming assignments. Some people describe the policy as an “empty hands” policy; basically, you can talk to people about problems you're having, but you're not allowed to type on your computer or write anything down to take away with you after the discussion ends.