

CPSC 1045: Course Project

“How do I pick a game to make?!”

Two basic strategies

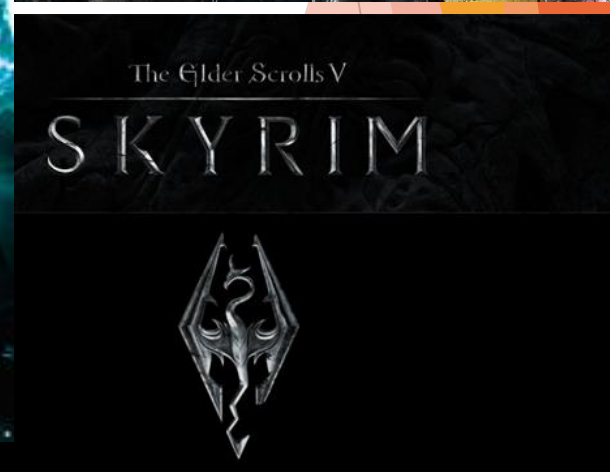
1. Start with an idea

- ▶ Break it into pieces
- ▶ Pick the set of pieces that form the core
- ▶ Build those first to make a working prototype
- ▶ Build all the other nice to have pieces
- ▶ Example: Story Engine
 - ▶ Write a simple story first, that will use
 - ▶ Use all your branching
 - ▶ Use all your termination features
 - ▶ Write the story you want

2. Start with something you can do

- ▶ Add a feature and make that work
- ▶ Add more features

These are not the games you will make!



Example: Games

- ▶ Most common project for the course
- ▶ What is a game?
- ▶ Very simple:
 - ▶ User/player can do something
 - ▶ There is an objective
- ▶ Other optional features
 - ▶ Graphics
 - ▶ Scoring
 - ▶ Story
 - ▶ Obstacles
 - ▶ Multiple objectives

Starting with a simple idea

▶ To start:

▶ Come up with a simple idea

- ▶ Reaching a goal
- ▶ avoiding enemies

▶ Testing

- ▶ Build a prototype of your simple idea working.
- ▶ It is easier to solve one problem at a time than to solve every problem at once

Summary

- ▶ Start with a simple idea
 - ▶ Make that idea work
- ▶ Add a feature
 - ▶ Make that work
- ▶ Add more features
 - ▶ Make them work
- ▶ Add a back story and characters
- ▶ Hand in awesome project!

Requirements

1. Your game must be interactive. I must be able to interact with it
2. You must demonstrate a significant use of JavaScript
3. You must demonstrate significant use of course content
4. You are only allowed to use plain JavaScript
 - ▶ NO JQUERY OR OTHER EXTERNAL LIBRARIES
5. Maximum 2 people per project (No groups of 3 or more)
 - ▶ Both partners must submit a copy of the project to Dropbox
 - ▶ I expect twice as much work/effort from partners than from individuals

Deliverables

▶ Deliverable 1

- ▶ Select a partner
- ▶ On D2L complete the Deliverable 1 Activity
- ▶ Due: Feb. 21 @ 9:30am

▶ Deliverable 2

- ▶ Answer a series of questions about your project
- ▶ On D2L complete the Deliverable 2 Activity
- ▶ Due: March 2 @ 9:30am

Deliverables cont.

▶ Deliverable 3

- ▶ Live Demonstration!
- ▶ March 22nd in Lab

▶ Deliverable 4

- ▶ Final Project submission to D2L
- ▶ April 5 at midnight

Prohibited Projects

If you submit any of the following games for your project you will instantly fail the project component of the course:

1. Blackjack
2. Simple jumping game
3. Memory matching, card flipping games
4. Rock-paper-scissors or High-low guessing game
5. Tic tac toe
6. Snake
7. Math quizzes
8. Brick Breaker

Warning

You will instantly fail the project component of the course if you attempt to submit any of the following:

- ▶ Projects using external libraries
- ▶ Projects containing code that you or your partner did not write yourself
- ▶ Projects written by groups of three or more
- ▶ Projects that are suspiciously similar to another group's project - your project should be relatively unique
 - ▶ i.e., two groups could implement Pong, but the code, the interface and the look & feel of the games **must be dramatically different**