

Final Individual Game Assignment

General Information:

You have been learning basic interactive programming techniques over this semester. Part of our studies have been looking at and understanding basic genres of games (side scrollers, platform games, shooters . . .). Now I want you to bring your understanding of basic game physics and interactivity to the creation of a second level for your individual game. The second level of your game must be based on our readings and our assignments in class and will be built upon a set of foundational basic game lectures that the Instructor will give you. The main criteria for the second level of the Individual game assignment is that it must demonstrate a comprehensive understanding of programming principles learned in class by combining script from various class assignments to make a unique gaming experience. The goal of this assignment is to help cement some of the early programming skills that you have been learning. This assignment will complete the work started in the first level of your game and provide a satisfactory experience that will complement the story and interactivity set up in your first level.

Specific Assignment:

Create a second level for your game that draws on basic game construction which you have learned this semester. Your second level should be triggered by the user discovering certain interactions and animations in the first level. There should be a smooth visual transition from the first level to the second level. The second level will be different from the first in that it will utilize established genres of games (side scrollers, shooters, platform games . . .) to complete a “boss” fight and finish the story from the first level. What genre of final game you choose for your second level is up to you and should be appropriate to your game concept. At a minimum your second level must contain:

- Scripted physics in the form of player movement
 - Four physics modifications from the online game example lectures
- Scoring system appropriate to your game play
- Hit detection/Collision of objects
- A final 10 second victory animation

Once you have completed the Final Game, write a 3-4 page rhetorical analysis of your game explaining your choices in the design and content of the project. Pay particular attention to what code you added in and/or modified to the game play. Please explain how this code is working in these added parts on a line by line basis so that the instructor can see your understanding of coding principles and your reasoning for including elements into your game play. The goal in

writing such a rhetorical analysis is to understand how you, the developer, understand elements of the game and the code employed to create it as well as provide you with review material for your portfolio.

Your instructor will have conferences with you toward the end of the semester to gauge your work and provide feedback before project completion. Your completed game with first and second levels is due during finals week.

Audience and Purpose: Your purpose is to create the first level of an individual Animate game that will demonstrate your skills and provide you with a potential portfolio artifact.