

# COMP140 – Workshop Week 2

Version 1.0  
Individual Creative Computing Project  
COM140

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## Exercise 1: Controller Research (10 – 15mins)

For this exercise, you should finish off the controller research from Week 1

Review the Shake that Button Website- <https://shakethatbutton.com/> & Past alt.ctrl.GDC entries

- Pick 3 games and note down the following information in a Google Doc or similar
  - Name
  - URL
  - Screenshot
  - Brief description
  - What you find interesting about it

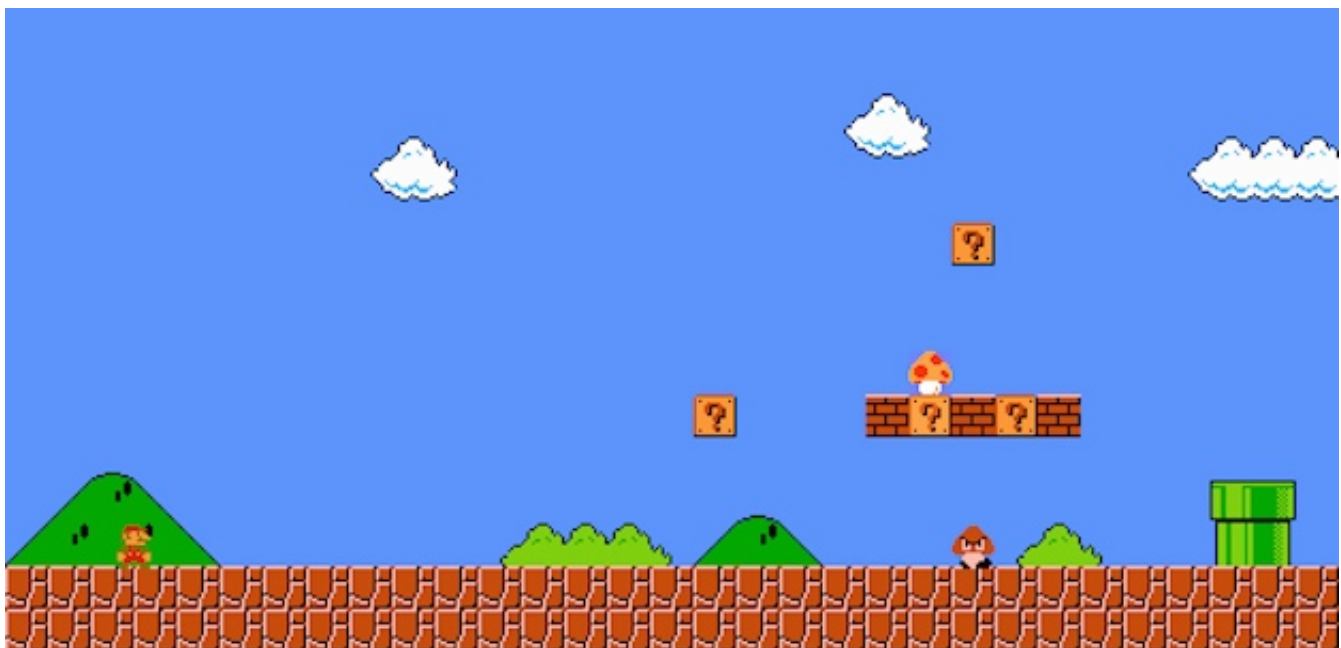
This should be completed in a Google Doc or similar, please keep this for next week.

## Exercise 2: Controller Design Feedback (Ongoing through the workshop)

During the workshop, please seek feedback for your controller/game/experience design. This can feed into the Week 3 formative deadline.

## Exercise 3: Design and Develop a Platformer (3hrs est.)

Based on your research on **Single Responsibility Principle** and **Open Closed Principle** work has pairs to design and develop a platformer based on the following image



You are not designing Mario, but you are using this as template.

1. In **pairs or groups of three** you should design the key classes and relationships that would be in the platformer
  - a. We are not forcing you to use any formal notation but UML is suggested
  - b. Please think about the classes, variables and functions that can support the game
  - c. This should be written into a technical spec document and shared between you all
2. As individuals, please implement the platformer in Unity3D.
  - a. Please use the following assets in your game - <https://kenney.nl/assets?s=platformer>
  - b. Please try and complete this before your class in **Week 3**