

COMP140 – Workshop Week 3

Version 1.0
Individual Creative Computing Project
COM140

Brian McDonald

Exercise 1: Controller Proposal Writing

For this exercise, you should review the **Assignment Brief 2** and write a **1 page** proposal for a novel controller

1. describe the game design that will form the basis for your interface;
2. illustrate basic research into electronic component and physical form
3. factors for controllers;
4. analyse the design of the controller in detail;
5. list the key electronic components of your controller
6. and list the key user stories

This will ensure you are ready for the proposal reviews this week!

Exercise 2: Complete Mario Platformer

Complete the Exercise from week 2, see below for a reminder.

Based on your research on **Single Responsibility Principle** and **Open Closed Principle** work in 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 **Week3**