**ETGG1802 – Game Programming Foundations 2**

**Assignment 3 – Main-Project: Your Game Here (part 1)**

***Due Date: Tuesday, 26 March 2019 at the beginning of class***

This lab is designed to get you started working on your final projects. You must work in a group with 2 to 4 people.

**The Project:**

For this assignment you are going to create an initial design treatment for a pygame-based game or simulation that you are going to write. For the remainder of the class you’re going to be working on this project throughout the various stages of development. For this lab you are going to form a team and come up with an idea for a game or simulation that you could design and implement within the remaining weeks of the class. Don't be overly ambitious with making a huge program but also try to be creative and choose a project that you think will be unique and fun.

For this first lab you're going to choose a team (no more than three members per team) and begin brain-storming about your idea / design. Next week you're going to present you preliminary findings to the class and have to explain and justify/defend/sell your concept to the class.

Keep in mind that you're building your project using pygame which is primarily a 2D game library.

# Step 1: Form a Team

Form a team of no more than four members and record the team member's names:

Member 1: \_\_\_\_\_\_\_Jack Ponder\_\_\_\_\_ Member 3: \_\_\_\_\_\_\_Wayne \_\_\_\_\_\_\_\_

Member 2: \_\_\_\_\_\_\_\_\_Daniel \_\_\_\_\_\_\_ Member 4: \_\_\_\_\_\_\_\_\_Gavin\_\_\_\_\_\_\_\_\_

Member 5: \_\_\_\_\_\_\_\_\_Carla\_\_\_\_\_\_\_\_\_

# Step 2: Basic Design Concept

Write a brief description of the concept that you and your team have. This should basically be a paragraph describing the main aspects of the game as well any features that make the concept unique. Fill in the information below:

Brief Concept Description:

Preliminary Feature List:

User Interface Description:

Preliminary Project Justification (what makes this concept good/fun/interesting/useful?):

Note: If you have multiple ideas repeat the above for the additional ideas.

Tower defense

# Step 3: Basic Implementation Research

When programming a project, it is important for developers/programmers to develop a plan for implementation. A first step in developing this plan is to understand the time requirements of various modules that need to be developed and to know what aspects of the development require new programming or implementation techniques. This requires a good understanding of what is known and can be estimated vs. what is unknown and must be researched.

What aspects of your project implementation do you already have a good idea as to how to implement?

What aspects of your project implementation are you going to have to research to figure out how to implement?

Write a list of specific topics that you'll need to research / learn about in order to implement to project you're proposing?

# Step 4: Proposal Summary

Prepare a summary of each of the above questions to be presented to the class on the assigned due date. Each group will present and justify their concept(s) and summarize the information above. All team members should provide input. This assignment has a due date and this sheet must be completed and turned in during class on the assigned due date.