

A0: Create Your First Game

Objective: Work in groups to design and create your first game. This assignment encourages creativity, collaboration, and technical application in AI-powered game development.

Step 1: Choose a Genre

Select a genre from the provided list or propose your own. Some popular options with sample games listed [here](#).

You are HIGHLY encouraged to create entirely new game genres, for example by fusing 2 game genres together:

Example: A mashup of card games (solitaire), poker, and roguelikes: [Balatro](#)

Step 2: Form a Group:

- Groups should consist of 2 -- 4 members
- Use [Discord server](#) for group formation, find other students with common interest in game genre who are able to complement your skills and expertise

Step 3: Game Development

Use tools like ChatGPT or your choice of large language models (LLMs) to:

- Brainstorm game ideas.
- Generate storylines, dialogues, or scripts.
- Write code snippets.
- Create visual or thematic elements.
- Develop the game for the HTML5 platform.

Step 4: Submission Deliverables

- A playable prototype of the game (HTML files, sounds/*.wav, images/*.png | jpg, etc.) as a ZIP file
- Video demo of game in action
- A one-page description of your game, including:
 - Group members: Names and netids
 - Game genre selection

- Instructions on how to play
 - Novel features and mechanics
 - Class goals: How will you incrementally build on top of this game genre during this semester ? What novel feature or game mechanic will you develop ? How will you push the boundaries of generative AI ? Will you focus on depth (single, sophisticated game) or breadth (variety of games) ?
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Evaluation Criteria:

- Creativity: How innovative is the concept?
- Gameplay: Is the game engaging and functional?
- Presentation: How well was the game idea communicated?