EGP-410

Assignment 6 - Final Assignment

- Basic Game Play –

**Due to:** Tuesday, Midnight of December 2rd 2014

**Presentation:** Wednesday, class of December 3th 2014

This assignment goal is to create a Pac-Man clone game using everything you have learned so far.

In this assignment you are required to use your previous assignment as the starting point and enhance it to be used as a dungeon type game.

The assignment will be carried out in pairs – choose between your last submitted assignments, copy it to the new assignment folder on SVN and set it as the initial submission point for this.

Avoid copying any temporary MSDev files into the SVN (such as debug, obj, sdf, etc…)

The assignment will have presentation of the game in front of the entire class at the first hour of the class, and selecting the best game!

**Game Specifics:**

**-UI MORE**

**Assignment outcome (what you need to provide):**

1. Editor - enhanced code and executable
   1. The editor will enable maps creations and linking
   2. The editor will enable spawning points for AI and the player
   3. The editor will enable **all mighty candy** points

**Help** menu for both applications (pressing F1 or H).

**Guidelines**

1. Enable easy control over entities and player speed and other properties.
2. Allow ‘invincible’ key that will prevent player from dying without changing any other rule of the game.

**Grading**

Each student will be required to present his code changes and talk about his contribution to the overall.

The grading scheme will be as follows:

* 20 points – visualization and polish