Week 16 + 17: Final Project: Phaser.js or Unity3D Game

Due Dec 18 at 11:59pm   **Points** 100   **Questions** 3

Available Dec 5 at 12am - Dec 21 at 11:59pm 17 days   **Time Limit** None

Allowed Attempts Unlimited

Instructions

Description

Complete Your Final Game Project Build

In this week's assignment, you will complete building your game for the Final Project.

Note that this assignment is not due until December 18, 2018. Resubmit as many times as you want until then.

What Game?

You should continue based on your selection for the last two weeks' assignments.

The assignment requirements are as follows;

1. Work from the game definition details you established in the GDD you completed.
2. Respond to gameplay testing regarding game mechanics or dynamics with at least one documented change.
3. Share your in-progress work in the Week 14: Sharing + Support Discussion so others can play your game.

Purpose

- Utilize a working development environment with automated build system or IDE.
- Realize a functional video game's mechanics, dynamics and aesthetics via JavaScript coding and graphics creation.
- Engage in gameplay and testing of own and classmates' in-progress game projects.
- Practice an iterative workflow.

Content Resources

- Game assets from OpenGameArt found online at **https://opengameart.org/** **(https://opengameart.org/)**

- Game assets from Internet Archive found online at **https://archive.org/** **(https://archive.org/)**

Tools

- Unity3D game engine and IDE, or Phaser.js game engine and Cloud9 IDE code editor and Node.js-powered build system
- Graphics editing application, such as Adobe Photoshop, Gimp, or **Pixlr.com**   **(https://pixlr.com/)**
- If using Phaser.js:
  - Tiled map editor found online at **http://www.mapeditor.org/**   **(http://www.mapeditor.org/)**
  - **(http://www.mapeditor.org/)** TexturePacker texture/sprite sheet editor found online at **https://www.codeandweb.com/**   **(https://www.codeandweb.com/)**
  - Sprite sheet editor found online at **http://spriteme.org/**   **(http://spriteme.org/)**
- JavaScript code validator found at **http://esprima.org/demo/validate.html** **(http://esprima.org/demo/validate.html)**

Due Date

This assignment is due no later than December 29, 2017 by 11:59pm Pacific time.

Submission Directions

1. Share your Node.js Cloud9 build system workspace with the instructor's account, *srjcewilde*. For instructions on sharing a workspace, see **https://docs.c9.io/docs/share-a-workspace (https://docs.c9.io/docs/share-a-workspace)** .
2. If using Unity3D, publish a WebGL version of your game and share via upload to Cloud9.
3. Enter the Preview URL for this week's index.html file in response to question 14.1.
4. Identify the changes to game mechanics, dynamics, and/or aesthetics you made this week in response to playtesting in response to question 14.2.
5. Write a 100-word minimum description of your project for question 14.3.

> Take the Quiz Again

Attempt History

	Attempt	Time	Score
LATEST	**Attempt 1**	8 minutes	100 out of 100

Score for this attempt: **100** out of 100
Submitted Dec 15 at 11:21am
This attempt took 8 minutes.

Question 1	**90 / 90 pts**

Enter the Preview URL for the *index.html* file containing your final files (Phaser or Unity WebGL) for this assignment in your Cloud9 workspace.

For full credit:

1. *Make sure you have shared your Cloud9 workspace with the instructor account srjcewilde.*
2. *Ensure your code accomplishes the requirements of the assignment, without errors.*

Your Answer:

https://cs74-42-srjc-fall-2018-joshbarnard.c9users.io/Final_Project/Super_Bowsers_World.html

Question 2   5 / 5 pts

Identify the changes to game mechanics, dynamics, and/or aesthetics you made this week in response to playtesting.

Your Answer:

I wasn't able to submit the rough prototype in time to get the game play tested by others, so I am unable to answer this question.

Question 3   5 / 5 pts

Write a 100-word minimum description of your project.

Your Answer:

I grew up playing Super Mario Brothers on the NES & SNES, and have always loved the franchise. This game takes place on the first level of Super Mario Brothers, but with the player as bowser and Mario/Luigi as the game

enemies. The player moves to the right of the map until he enters his castle to end the game. The objective is to score as many points as possible, and points are collected through coins collected, enemies killed, and time remaining.

The main changes I want to change to the game at this point is to make the enemies start a set locations and to move to their left/right until they encounter an obstacle, then reverse their direction. I would also like to make the bricks breakable.

Quiz Score: **100** out of 100