Week 15: Assignment 15: Rough Prototype

Due Dec 4 at 11:59pm   **Points** 30   **Questions** 2

Available Nov 28 at 12am - Dec 14 at 11:59pm 17 days   **Time Limit** None

Instructions

Description

Starting Your Final Game Project Build

In this week's assignment, you will begin building your game for the Final Project. We will spend the rest of the term working on this game for the Final Project. Each week you will be required to make progress and accomplish the minimum requirements.

The assignment requirements are as follows;

1. Work from the game definition details you established in the GDD you completed previously.
2. Create a project using Phaser (or optionally Unity).
3. Complete coding mechanics to establish a rough draft of the gameplay you have planned.
4. Share your in-progress work in the Week 13: 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 in a Web browser via coding and graphics creation.
- Engage in gameplay and testing of own and classmates' in-progress game projects.

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 / IDE or Phaser.js game engine
- Cloud9 IDE code editor and Node.js-powered build system
- Graphics editing application, such as Adobe Photoshop, Gimp, or **Pixlr.com** **(https://pixlr.com/)**
- 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 by the last day of this module by 11:59pm Pacific time.

Submission Directions

1. Share your Cloud9 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. Name your directory "module13".
3. Upload the files for your prototype, by publishing from Phaser (or Unity). Enter the Preview URL for your game's index.html file in response to question 13.1.
4. Identify what aspects of the GDD that you will complete this week in response to question 13.2.

This quiz was locked Dec 14 at 11:59pm.