

Week 15: Build and Playtest Sprint 1

The Final Project: Now Optional for Extra Credit

We spent last week thinking about a game to create and deciding which game engine to use. If all went well for you, you should be ready to start building your game for the Final Project this week. We will spend the rest of the term working on this Final Project.

Starting Your Final Game Project

If you completed your Game Design Document (GDD), you should have a good idea of where you are headed next.

The Final Project asks you to create a game using either Phaser or Unity.

Finding Game Art You Can Use

There are many online resources for bitmap graphics that you may consider using. I've addressed some of these resources before, like the Internet Archive at <https://archive.org/> [\(https://archive.org/\)](https://archive.org/) as well as Flickr at <https://www.flickr.com/> [\(https://www.flickr.com/\)](https://www.flickr.com/).

Another one of my favorite sources for game art that you can modify and reuse is OpenGameArt.org found online at <https://opengameart.org/> [\(https://opengameart.org/\)](https://opengameart.org/).