Assignment #3 2D Game Proposal (individual game)

Due: April 8th, 2019 at 12:59 PM

Points: 50

Late Policy: 10% Deduction Each Full Day

1. Your Name: Kyle Gloria
2. Game Title (Appropriate and Unique):

TBlade

1. Game Platform: Specify whether you will target PC, or Mac OS Target Platform for 2D Game.4.

Mac OS Target Platform

1. Game Style: Specify what type of game it will be and the genre. Is it a single screen, side scroller, puzzle game, turn based, or an adventure game.

Fantasy game.

Single screen RPG Dungeon Crawler with multiple levels.

1. Initial Script and Asset Bibliography: Please cite the sources where you will obtain any assets and scripts used in your 2D game.

Final Assets and scripts will be in Bibliography attached to final game

Sprites may come from OpenGameArt.Org

1. URL to your Repository on rijeka.sdsu.edu - be sure to use the following format: CS583S19\_2D\_Game\_***Lastname\_Firstinitial\_Gamename***

CS583S19\_2D\_Game\_Gloria\_K\_TBlade

http://rijeka.sdsu.edu/kgloria/cs583s19\_2d\_game\_gloria\_k\_tblade