

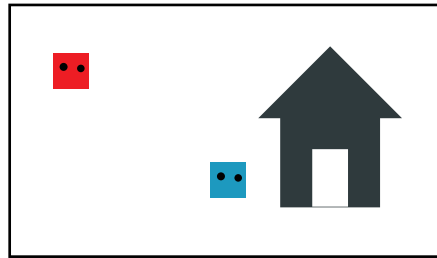
Intro to Programming - Assignment 4:

Make a Small Village

DESCRIPTION

Create a small, top down game where the player can explore a village. Similar to the villages in old Zelda games.

Example:



Submit your project folder, zipped, through email to the instructor.

If you have questions about the assignment please post them on the Discord!

PROJECT REQUIREMENTS

Grade C

These are the minimum requirements for receiving an C on your assignment. Your program should include:

- A player that moves using WASD or arrow keys, with movement based on physics (acceleration, velocity, etc), not linear translation.
- The game space should be top-down and larger than the viewport. And the camera should pan around to follow the player.
- The village should have NPCs, each of which can display a message to the player if the player interacts with them.
- At least one item that the player can pick up to change the message of at least one NPC.

Grade B

These are the minimum requirements for receiving an B on the project. Your program should include all of the requirements for getting an C, as well as:

There is at least one house in the village that the player can enter, transitioning to a new scene. And exit back to the village scene.

Grade A

These are the minimum requirements for receiving an A on the project. Your program should include all of the requirements for getting an B, as well as:

There is a small mystery in the village that the player can solve by talking to villagers and collecting various items.

Grade S

These are the minimum requirements for receiving an S on the project. Your program should include all of the requirements for getting an A, as well as:

An inventory that is always on screen and shows what items the player is holding.