

Project: Student's Choice

Make a game in the style of your choice (2D or 3D).

If you want to make a 2D game:

- It must be something other than a platformer.
- No flappy bird games or doodle jump style.
- Top Down (Legend of Zelda Style) is OK!
- Schump style (vertical or horizontal) is OK, but must have bullets/projectiles.
- **You absolutely must email me to get approval for your game idea!**

If you want to make a 3D game:

- You can make any style of 3D game.
- Students have made Maze games with basic AI.
- 3D Platformer is OK!
- **You absolutely must email me to get approval for your game idea!**

You must use new assets (art, music, sound) for this project!

You can use the font, but other than that, **you can not use anything from the course github!** (even if you did not use them on previous projects). No ctg.png, george_0.png, tileset.png, and none of the music or sound, etc.

You must find new assets.

There are some great sources for free assets:

- More by the same artist: <https://kenney.nl/assets>
- itch.io has tons of awesome free graphics: <https://itch.io/game-assets/free>
- Lots of different kinds of free assets: <https://opengameart.org/>
- Royalty free music: <https://incompetech.com/music/royalty-free/music.html>
- Again, make sure something you find **is not something in the course github.**

Get started soon! - Do not wait until the last minute!

I discuss the project more here: <https://youtu.be/Vc5quYZFSHA>

What are the requirements for the project?

The following are **required** to earn points for the project:

Menu Screen (10%)

- Show the Name of your game and Press enter to start.
- This must be a different "Scene". Do not just show/hide text.

2 Minutes of Gameplay (40%)

- There needs to be at least 2 minutes of game play.
- For 2D Games:
 - If you have just 1 level, it must be **HUGE** with obstacles or you can have 3 shorter levels.
 - You must have scrolling.
- For 3D Games:
 - One large scene is OK.

Moving AI (20%)

- There should be at least 3. They can all look the same and behave the same.
- They must move around in some way.

Player Can Lose (10%)

- Some way for the player to lose (touching an AI, falling off a ledge, running out of time, etc.)

Player Can Win (10%)

- Some way for the player to win (killing all the AI, collecting all the coins, whatever you want)

Audio (10%)

- You must have at least 1 looping background music.
- There should be at least 1 sound effect (such as for jumping, when the player or AI dies, etc.)

Any tips on how to get started or approach this project?

More planning = less coding. Work out your levels and ideas on paper as well as what Classes, Objects, Textures, Audio you'll need before you start coding.

If I want to go that extra distance, what are some things I can add?

While **not required**, here are some ideas for things to add to your game:

- If you want to challenge yourself, make a simple 3D game instead of 2D.

I'm stuck working on my project and can't figure something out. How can I get help?

Students can reach out to me anytime: cguida@nyu.edu If you are emailing me for help with your projects, **upload your entire project to github** and email me with the link (I need to see everything so I can help you).

Do not email screenshots of your code.

Additionally, there is a forum in NYU Classes where **students can help each other**.

How do I submit my work?

Commit your code to your GitHub repository. Post the link to your github in the **Assignments** area in NYU Classes. For example, your link might look like:

<https://github.com/tonystark/CS3113/P1/>

If you are having difficulties with github, you can **.zip your entire project** and post a link to google drive. Make sure your google drive link is **accessible to everyone** so that myself and the TA can access it.

Due by 11:59pm means your project was successfully uploaded and a link was submitted to NYU Classes by that time. Start uploading your project at least an hour before the deadline. **Projects received 1 minute late are considered to be a day late.**

If there are any issues with uploading your project, you must **email me before the due date**.

While I check email regularly, **do not expect a response over the weekend or close to deadlines**.

Your code must compile. Code that does not compile will receive a grade of 0.

Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 2 days**.