



CST 283 Game Project

Winter 2023
Instructor: T. Klingler

Objective

To build a complete computer game using JavaFX tools.

Overview & Instruction

Build a game of your own design. Include the following elements

- A JavaFX interface (i.e. minimally a scene, stage, etc.)
- A user interaction that could include mouse actions, keyboard events, drawing, button clicks, etc.
- Fun and cool

Options include use of animation to move *sprites*. Integration of *collisions* along with user interactions to create, move, or destroy sprites are also possible (and demonstrated to some degree in class).

Another option would be a dice game or a card game. Die and card images are available within the course examples and these are free for you to use.

Grading criteria include:

- Creativity
- Coolness and fun-ness
- Clarity and organization of program code
- Overall appearance and behavior and degree of "polish" of final solution

Caution: There are many, many "game programs" in existence online. Feel free to utilize generic JavaFX techniques found online for animation, user interaction, etc., but your overall game design code **MUST** be your own original work.

If you find yourself heavily referencing code demonstrations, or need to borrow graphic images, etc., be sure to cite the online source URL within a comment in your code.

Deliverables

Deliver the following to the online course management system **dropbox** as your final product:

- Your **source code** (.java) file(s)_Multiple file submissions preferably zipped.
- Any image, sound, or other resources necessary to fully execute your work
- An intro page, read-me file, window, etc. to provide instructions on the behavior and actions of the game
- Inclusion of a document or program comments that include sources and examples used as inspiration or references for your game solution development.

Notice

This is an individual assignment. You must complete this assignment on your own. You may not discuss your work in detail with anyone except the instructor. You may not acquire, from any source (e.g., another student or an internet site), a partial or complete solution to a problem or project that has been assigned. You may not show another student your solution to an assignment. You may not have another person (current student, former student, tutor, friend, anyone) "walk you through" how to solve the assignment.
