

CISC 3665, Spring 2020
Lab 3 / Assignment 1

Instructions

Combine both elements of Lab 2 to create a scene that has interactive patterns of shapes/objects that change size/position/shape as they iterate and in response to player input.

Gamify your display with a score and win/lose conditions.

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This is a very open-ended assignment. You have to figure out what you want to do and how to turn that into a game (creativity required!), but it must include:

- 1.2 and 1.3 from Lab 2
- 2.2, 2.3 and 2.4 from Lab 2
- a score
- a win and a lose condition
- at least two elements of fun (of the eight that we discussed in class)

Document which types of fun your game has, and how it achieves them, BOTH in a comment at the heading of your code and in the comment box of your Blackboard submission.

Name your file FirstNameLastNameAssignment1 (e.g. JohnSmithAssignment1).

This assignment is due on Thursday, February 27 at 11:59 PM.

To submit this assignment:

- Post the code on OpenProcessing
- Insert a comment in your Blackboard submission with a) the URL to your OpenProcessing submission and b) your two types of fun and the explanation.

Remember not to modify your code on OpenProcessing once the deadline has passed!

This assignment is worth 9 points:

- 2 points for 1.2 and 1.3
- 3 points for 2.2, 2.3, 2.4
- 2 points for score and win and lose condition
- 1 point for a clear explanation of the types of fun. (Note that if your game is not fun, this may also cause a deduction of points for not satisfying constraints.)
- 1 point for creativity and balance and overall creating a nice game