

Lab10 - Using PuzzleScript

COMP394 - Practical Game Design

Purpose: Use PuzzleScript to explore quick **Level Creation**.

Due Date(s):

- Class Work portion: in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%):

- Create a folder named **Lab10_{YourInitials}**. Do the rest of the work in this folder.
- Create a Subfolder named **Snapshots** and a document in it named **Snapshots_{YourInitials}.docx**.
- Follow the hands-on class work. Take relevant snapshots in the snapshots document.

Challenge (50%):

As a **studio** use PuzzleScript.Net to:

- Create a folder named **Lab10_Studio{StudioNumber}**. Do the rest of the work in this folder.
- Create a Subfolder named **Snapshots** and a document in it named **Lab10_Snapshots_Studio{StudioNumber}.docx**.
- Explore the examples (read documentation if needed)
- Create at least 2 additional levels of NekoPuzzle as in class (use LevelEditor)
- Export and rename your game including your two levels as NekoPuzzle_Studio{StudioNumber}.html
- Pick another game, either intermediate or Advanced and create 1-2 levels of that.
- Export and rename your game including your two levels as {GameName}_Studio{StudioNumber}.html

Hereby {StudioNumber} refers to your Studio number, and {GameName} refers to the name of the game you picked (f.e. Kettle).

Deliverables:

- Individual: Zip your individual **Lab10_{YourInitials}** folder with your classwork and submit it individually.
- Studio: One member of the studio submits a file named **Lab10_Studio{StudioNumber}.zip** with the following content:
 - the folder with the puzzlescript(s)
 - the Studio Snapshots document named **Lab10_Snapshots_Studio{StudioNumber}.docx**

- a text/markdeep/docx/pdf document with the list of members and their contributions