

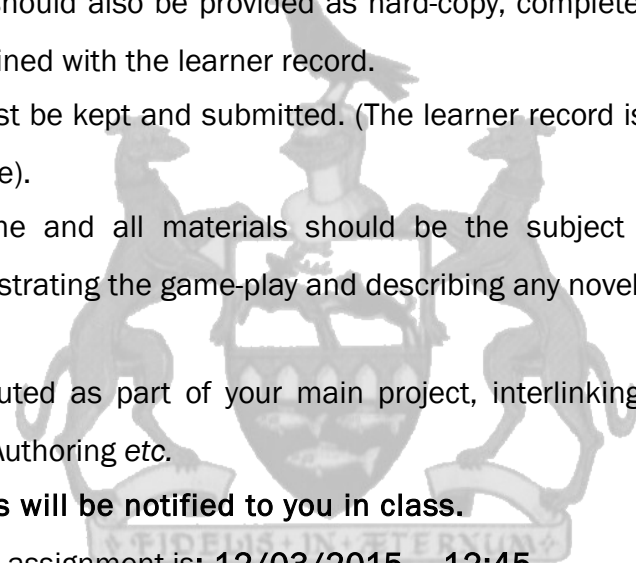
Games Studies

C20240

50% Project: *Game Creation*

Guidelines

- Create a 2D game based on the theme implied by your choice of pet from the Digital Pet Shop.
- Pets available for 'purchase' in the store are:
 - ➔ Deadly Dolphin
 - ➔ Edible Elephant
 - ➔ Exploding Kitten
 - ➔ Fanatic Flying Fox
 - ➔ Flying Fuzzy Merkel
 - ➔ Funky Hippo
 - ➔ Gravity Goose
 - ➔ Laser-guided Love-Puppy
 - ➔ Manic Mole
 - ➔ Megalomaniac-al Marsupial
 - ➔ Meter Fairy
 - ➔ Slippery Elephant
- In consultation with your teachers, choose a pet from the list above and integrate the pet into your game.
- Use perl and SDL for the program.
- The program should use a 'splash' screen at start-up which incorporates the logo you have developed for the Digital Pet Shop.
- Develop suitable original graphics using the GIMP.
- Generate or source audio files as required.
- The game will be assessed under headings such as:
 - ➔ Creativity/originality
 - ➔ Playability
 - ➔ Quality of graphics
 - ➔ Quality of sound
 - ➔ Level(s) of difficulty
- The completed project must be submitted by email as a compressed zip file ready for extraction and execution, complete with any support files (graphics, audio, level, help files).

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- This archive file containing everything required by a third party to run the final project is provided by you to enable publishing on the Internet, as well as for assessment.
 - The main program should also be provided as hard-copy, complete with line numbers and colour coding, combined with the learner record.
 - A learner record must be kept and submitted. (The learner record is worth 30% of the total marks for the module).
 - The completed game and all materials should be the subject of a 15 minute video presentation demonstrating the game-play and describing any novel features. This is part of the learner record.
 - This project is executed as part of your main project, interlinking with Communications, Programming, Web Authoring etc.
 - **Other requirements will be notified to you in class.**
 - The deadline for this assignment is: **12/03/2015 – 12:45.**

**This project is worth 80% of the total marks for the module -
comprising 50% for the executable game and 30% for the learner record.**

Senior College Clonmel