COMP 3609 Game Programming
Assignment #3

Date Due: **8th November 2019**

Description

This assignment is intended to be built on top of your previous work in Assignment 2. The following new features are expected to be added to your game:

(a) An array-list or hash table is used for the management of sprites (Object-Pool Design Pattern).

(b) It must include a scrolling screen.

(c) It must include a tile-map as foreground that interacts with the player through collision.

(d) It must include a parallax background.

(e) It must include simple game physics such as gravity or friction.

Mark Scheme

- Marks will be awarded as follows:

- Sprites managed within a list   [10 marks]

- Game screen scrolls with tile-map and background   [20 marks]

- Tile-Map is used   [10 marks]

- Tile-Map interacts with the player   [25 marks]

- Parallax Background implemented correctly   [15 marks]

- Simple game physics used   [10 marks]

- Creativity   [10 marks]

Total Marks: **[100 marks]**

Submission:

Files are to be uploaded to myeLearning.

There is a maximum upload size of 100MB to myeLearning.

If sound and image files are too large then a *link for downloading the submission* should be submitted to myeLearning.

Please note:

- If you choose to create a new game independent of the game done in Assignment #2 no extra time will be provided and only the features listed in the marking scheme below will be graded.

- A suggested design for the classes of the game has been provided on myeLearning.

- The same game developed here will have to be recreated in Assignment 4 using Unity.