

# Assignment #3

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WEBD213 – Motion Graphics II

## Advanced Memory Game

### Teams

- This assignment will be completed in groups of 2 to 3.
- Provided with the submission (in email with URL) should be an outline of each team member's name and core responsibilities on the project. For example, each team member should be credited with **one or more** of the following roles: game design; art; programming
- Team members can have overlapping roles (you all could be game designers or programmers) or distinct roles (one member for each discipline). I'll leave it up to you to decide how the teams function.

### Assignment

Combine your learning of creating a memory match game with what makes a fun game. Build off of the core mechanic of matching tiles and create a compelling game by adding a theme, interesting goals, skill (or level) progression and replay value. Ensure your UI and gameplay design have affordances to help the player understand how to use win and play the game. *Start by using the boilerplate template at: <http://www.lapeгна.com/webd213> and use the code we built in class as a reference.*

Here's a great example of what could be done:

<http://www.mindgames.com/mindgame.php?mind=Dinosaur+Eggs&game=97>

### Submission

Submit **both** of the following by **11:59pm EST on Friday, November 15<sup>th</sup>**:

1. **Email a URL** to your game on a live server to [jlapeгна@gmail.com](mailto:jlapeгна@gmail.com) - *remember to include each team member's name and their responsibilities*
2. **Upload a zip** of the working source files here:  
<http://www.dropitto.me/jlapeгна>. (Password is WEBD213)

### Grading

- 20% - Theme and art (coherency of art and theme, compelling visuals)
- 40% - Game design (affordances, clarity, progression, replay value)
- 40% - Programming (clean code, application of in-class techniques)