Project & Portfolio IV

Level Renderer Project

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The primary goal of DEV4 is to have you apply what you learned in the first section of the course to create software designed to draw the visual aspects of a game level. You do not need to wait for the half-way point to start on this assignment. Starting immediately after completing assignments 1&2 is optimal.

This is the focal assignment of this course and is worth a considerable part of your overall grade. The companion rubric details how this project will be evaluated, please look through it carefully. (Take note of the… *notes*)

Even the minimum feature set of this renderer will have you leave the course with the ability to design and draw a game level from scratch. In future courses we highly recommend you speak with your instructors to find ways to expand on/ incorporate this project in preparation for your degree Capstone.