

Fundamentals of Programming

ASSIGNMENT

WE2.1 STARS

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FOP STARS Assignments

- UCD Web Prototype (30%)
- Corona Game (70%)

Both due the 28th of July 2013 at 11:59pm

Write a Game in Corona - 70%

Submission requirements

Students are to submit their project folder including all code, images, audio files along with their game design document to Moodle

Each student is to submit their own individual project and games design document.

The assignment is worth 70% of the overall mark for the module.

Assignment outline

Students are required to create a platform game based on the example provided during the course.

A game design document is to accompany the game. This document should outline the following:

- Story
- Character
- Level/environment design
- Gameplay
- User Interface, Game Controls, Mechanics
- Enemies
- Art
- Sound and Music

The game design document should be approx 8-10 pages long. Where students have sourced assets such as sprites and audio online links to the content should be provided in the document.

Game Development

The template provided in class is to be used as a starting point and the game is to be developed from this. You are required to add your own elements to the game and expand the sample given so that it contains additional gameplay and features.

The game is to contain a minimum of 3 levels each with increasing difficulty. Each level should have at least 8 sections/scenes (the template provided contains 5 sections per level).

Currently the character can move left and right, you are required to implement additional controls. The ability to move up and down for example to climb a ladder/rope or similar.

The sample contains a button to make the character jump. A second button should be added with additional functionality for example shoot a projectile, use a lever, interact with an object.

Additional functionality in gameplay – interaction with enemies and hazards.

The game should have the structure of a complete game – therefore there should be menus, audio, a level select screen, win and lose scenarios with screens representing these. It should track the player's score, number of lives, time to complete the level.

Due Date

- The 28th of July 2013 at 11:59pm

Marking

Marks will be awarded for meeting the above requirements and creating a fully playable game. Additional marks will be awarded for creative development and gameplay, functionality and features.

Students are required to provide a fully functioning game. Code should be clearly commented. Any additional functionality which you fail to implement can be provided in a second version of the game clearly commenting the issues involved and how they might be resolved.

UCD Website Prototype – 30%

WE2.1		Fundamentals of Programming CA#3			
		Website Prototype of UCD APP			
		None	Basic	Practical	Expert
Weighting		0	1 - 4	5 - 7	8 - 10
50	Publically presentable 6 page website				
	All links work, no errors, consistant page presentation	0	4	7	10
20	HTML Form				
	A form with javascript or jQuery validation	0	4	7	10
30	Additional Interactivity				
	innovative javascript or jquery based interactivity	0	4	7	10
	Elegant styling of the site using CSS	0	4	7	10
100	None = component not present, Basic = present but not complete or has error. Practical= present and good to very good implementation based on requirement. Expert demonstrates good design, process and understanding				

Submission

- Submit on moodle in a zip file the full website developed with all source code
- If the site involves PHP/Ruby/etc. or a database this code must also be submitted and the site must be live on the web (but may be password protected). In this case provide the URL to the site and any permissions required for the site to be reviewed.