Final Programming Project
CpSc 4160/6160: Data-Driven 2D Game Development
Computer Science Department
Clemson University
A Playable Game
Brian Malloy, PhD
December 6, 2017

Due Date:

To receive credit for this assignment your solution must be submitted, using `handin`, by Noon on Wednesday, Dec 13th, 2017.

Project Specifications:

The goal of this project is to build a playable game that reaches a conclusion.

Your final project must meet the following five requirements:

1. A <u>video</u> illustrating the best features of your game. This video must be submitted by Noon on Wed, December 13th and show some progress from your previous project. I would recommend that you use either the frames generator or *simplescreenrecorder* to make your video. But in either case, the file name for your movie must have your userid as the prefix. For example, `malloy.mp4` or `asix.mp4`

2. Include music and sound effects.

3. Your game must reach a conclusion. This conclusion will be different for each of you because your games are different, but there must be some indication that the game (or first level) is over and the player has achieved success (or some other outcome).

4. Your game must be robust (crash rarely) and be relatively free of memory leaks.

5. Inclusion of a "god" mode option (this is so I can thoroughly test your game).

In addition to the above requirements, your game will be evaluated for the inclusion of some gee-whiz factors.

Your assignment will be tested on a Linux platform using gcc or clang, however you should test your project on several different platforms and it should be independent of platform and language implementation. (Some possible Key assignments: F1 ⇒ help, F4 ⇒ frames, g ⇒ "god" mode, and r ⇒ restart)

Project Presentation: Our final project presentation will be Thursday, December 14th at 8 AM. I will bring 100 donuts, coffee, and water. I will have made a video of all of your games. In addition, I will invite your to present your game to the class, invite one of your class members to play your game and each of you will receive some extra credit. For those of you who do not wish to demo your game to the whole class, you can bring a friend to my office and demo your game for the extra credit.