GAMES WITH PATHFINDER

Course Director: Sabrina Wood

Overview:
In this activity you will be creating three games using your pathfinder, shape, effects, and align tools.

📅 **Due Date:**
Please check FSO for all due dates. This assignment should be completed in class and then uploaded to FSO before the next scheduled class.

🕐 **Estimated Time:**
Beginner: 30-90 minutes
Intermediate: 20-45 minutes
Advanced: 10-30 minutes

✓ **Grading Rubric:**
Please review the grading rubric at the end of this document.

Level of Difficulty:
★★☆☆☆

Objectives:
1. Demonstrate the ability to use tools and panels covered thus far in Illustrator:
   - Shape Tools (rectangle, rounded rectangle, ellipse, etc.)
   - Transform Tools (rotate, reflect, scale)
   - Stroke Panel (weight and alignment)
   - Align Panel (distribution, and align to: artboard, selection, key object)
   - Pathfinder Panel (unite, minus front, divide, etc.)
2. Demonstrate an understanding of color relationships in regards to:
   - Contrast
   - Harmony
   - Legibility
3. Demonstrate an understanding of other principles of design and organization:
   - Balance, Proportion, Alignment, Repetition, Space, Flow, etc.
   - Gestalt (similarity, continuation, closure, proximity, etc.)

Instructions:

- Open the source file provided and then using your shape, pathfinder, effect, and align tools create the following three games:

ⓘ Note: If you use effects to create shapes (pucker, bloat, warp, etc.), remember to expand the effect.

1. Solitaire

- Using your rounded rectangle tool create your cards (playing cards are typically 2.5 inches by 3.5 inches)

- Next, create your heart, diamond, spade and clover shapes

- Finally, scale your shapes and create a minimum of 7 cards, using one set of numbers that are provided (the remaining cards will be face down)
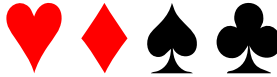
2. Sudoku

- Using your rectangle grid tool, create a grid frame for your game

- Next, using your pathfinder tools, separate each section into separate squares

- Color your squares to visually break the quadrants

- Finally, using the align to key object feature, place some numbers into your squares
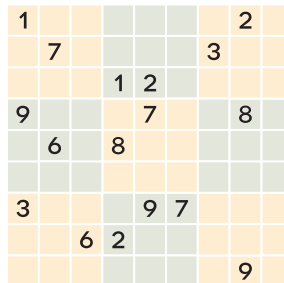
3. Tic-Tac-Toe

- Using your rectangle grid tool, create the framework of your game

- Next, using your pathfinder tools, separate each section into separate squares

- Then, using your align to key object feature, place some Xs and Os in some squares

- Finally, using your direct selection tool, delete the outer frame
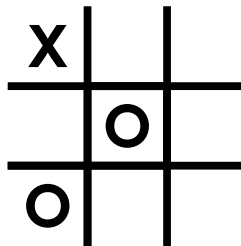
⚠ Warning: you may need to turn off your align to pixel grid function to properly use your pathfinder tools.

Submission Requirements:

- Name your file with this course, year and month, activity number, and name

- Example: MMD2_1405_06_ Wilberforce_William

- Next, compress your file

- Finally, submit your document onto the FSO platform.

🛑 Important: Assignments submitted with incorrect file names will receive an automatic _15-point deduction_. Additionally, files not saved in the correct native .ai file format will receive a grade of _0_.

RUBRIC

Breakdown:

100	Accomplished
80	Competent
60	Developing
0	Null
-15	Wrong File Name

- Shapes were constructed well (20 points)

- Pathfinder tools were logically used (20 points)

- Align tools were logically used (20 points)

- Scaled strokes and effects or outlined paths (10 points)

- Effects, if used, were expanded (10 points)

- Principles of design were applied to provide adequate contrast and color harmonies (20 points)