

Assignment Overview

Build a game! Games, besides being an industry bigger than music and approaching film, are a great way to play with code.

The code that we have been working with has been mainly focused on behaviour (as opposed to animation) so focus on games that are turn based, or text based (suggestion).

Original art is always appreciated but is not graded in this course. If you want to use it in your portfolio it must be original art, be royalty free or have copyright owners permission.

Marking Scheme:

Depth of gaming experience	/10
Sophistication of Code techniques	/10
Joy of Game Play/Originality	/10
TOTAL	%

Due: Oct 22nd