IMY 300

Workshop 2 - Sequences

Overview

You are required to design an implementation of the "sequence" mechanism used in games. Sequences are used in various forms in games. A simple example is the use of certain items in a specific order.

Restrictions

Your implementation should adhere to the following restrictions:

- You are limited to one screen. This means no "flipping" or side scrolling, but wrapping is allowed.
- Your sequence may not be longer than 10.
- You must have 3 colours in your game which are part of the implementation. This does not include colours used in the interface.
- The mechanic implementation should be the core mechanic of the game or at the very least an integral part of the core mechanic.
- The game must be created using the engine which you will be using to create your final game project.
- You may not demo your game out of the engine. You must submit a working executable file.
- You are marked down on complexity
- You are marked up on creativity
- Do not spend time on the graphics or physical appearance of the game. You will be marked on how creatively you implemented the mechanic required, not on how the game looks.
- You must have a single instruction screen
- The game must be single player

Hints

- Puzzle games
- Input sequences
- Events or object sequences
- Audio sequence

Marking and submission

You must submit a working executable file (including the necessary data files) to clickUP before the deadline.

You will demo your work in class during the Wednesday double lecture slot. See the schedule for details. If you do not attend the demo, you will not receive marks for this workshop.

Rubric

Your work will be marked by all three lecturers according to the following rubric:

	Excellent	Good	Average	Poor
	8-10	*6-7*	*4-5*	*1-3*
Creativity and complexity Is this an interesting use of the game mechanic? Is the implementation overly complex or does it make sense in the context of the way the mechanic is used?	Novel idea that is not commonly seen. Shows an understanding of how the mechanic can be tweaked for interesting effects. Low level of complexity. Makes sense in the context of the idea.	Good idea that shows some creativity and originality. Low level of complexity. Makes sense in the context of the idea.	Average idea, not very original; no loopholes, but not a very interesting implementation Overly complex and confusing	Poorly conceived idea; has some loopholes; not well-conceived. Overly complex and confusing
	5	*4*	*3*	*0-2*
Implementation Does it work well?	No errors, runs smoothly	Mostly error-free	Many errors and bugs	Barely usable/not usable
	2	*1*	*0*	
Requirements Does the implementation meet the requirements?	All requirements met	1-2 requirements not met	More than 2 requirements not met	