P1 (first team project) = 100 pts

We will complete one step of the project each week. There are

five steps. Steps 1-4 are done during weeks 5-8 of the class.

Step 5 is for in-class demonstrations. We will use week 9 for

that purpose.

Step 1 (due Mon, Feb 13): Specifications and initial backlog.

Step 2 (due Wed, Feb 22): 1st iteration

Step 3 (due Mon, Feb 27): 2nd iteration

Step 4 (due Mon, Mar 06): 3rd iteration

Step 5 (MWF, Mar 6, 8, and 10): Demonstrations

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| STEP 1 |

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For step 1, form your 2-person team. If there are an odd

number of people in the class, there may be one team with 1

or 3 people (but get instructor's permission). Then produce

a game specification. Here is a list of things to consider:

- story (narrative)

- scene (game layout, map)

- players (avatars and NPCs)

- objects (structures, collectibles, projectiles)

- physics (environmental forces and their effects)

- events (things that trigger actions)

- audio (music, sounds, voices)

- rules and objectives

- platform (expected equipment)

To describe your game, pictures are encouraged (no matter

how rough). Be sure to include explanations of the pictures.

Also, describe what is special about your game. How does

it differ from all other games you are aware of?

The game should include examples of the things we are

learning in the class (see syllabus): Graphics (Bitmaps with

images, Shapes with Graphics), Animation, Input (mouse or

keyboard), Containers, Sprites, and Sprite Animation. Also,

create at least one asset of each type (other than sounds).

To those, you may add (free) assets from other sources.

Finally include a "credits" section listing each person's

contributions. (This will be needed for each step.)