

Task:

Write a **basic** 2D game engine for a point and click adventure with an asset management in form of an external XML-file and create a game with this engine.

Some Inspiration



Game:

3 Scenes, side scroller

5 Quests for each scene in text form (simple quests like 'collect three boxes', 'Open door with key', etc)

Inventory (max 10 items)

User interface

Use of keyboard and mouse

Interaction with inventory items

Simple animation (walk cycle, movement, left, right)

Ambient sound for each scene

Min. 10 different action sounds

Use of XML for Quests-Texts and some additional information

Tools:

C/C++ , C-Runtime,C++ -Runtime,STL (Standard Template Library),Boost

Visual Studio or XCode

SFML-Library (<http://www.sfml-dev.org/>)

TinyXML-2 (<http://www.grinninglizard.com/tinyxml2>)

or any other XML-framework.

Do not use any other framework.

Graphics:

Take everything you like from the internet or, if you are capable of, create it yourself.

Remember! If you are taking things from the internet without rights, you are unable to publish your game.

Documentation.

Inline documentation (comments), which describes the internal logic.

Final documentation (max 5-10 pages), describing the developing process of your game engine.

Timeline.

Final submission of the code, 31.3.2017.

Last day submission of documentation, 31.3.2017

1 personal intermediate presentations (end of January), where you have to present and explain your code. You also have to give me a copy of the current state of your project.

Presentation means:

Code review, state of implemented features, technical concept