

Final Programming Project
CpSc 4160/6160: Data-Driven 2D Game Development
Computer Science Department
Clemson University
A Playable Game
Brian Malloy, PhD
December 7, 2017

Due Date:

To receive credit for this assignment your solution must be submitted, using handin, by 8 AM on Wednesday, Dec 13th, 2017. If you cannot make the 8 AM deadline you may submit your project by Noon, Dec 13th with a 10 point deduction.

Project Specifications:

The goal of this project is to build a playable game that reaches a conclusion.

Your final project must meet the following requirements:

1. A video illustrating the best features of your game. This video must be less than **twenty (20) seconds**, and must be submitted by Noon on Wed, December 13th and show some progress from your previous project. I would recommend that you use either the frames generator or *simplescreenrecorder* to make your video. But in either case, the file name for your movie must have your userid as the prefix. For example, malloy.mp4 or asix.mp4
2. Include music and sound effects.
3. Your game must reach a conclusion. This conclusion will be different for each of you because your games are different, but there must be some indication that the game (or first level) is over and the player has achieved success (or some other outcome).
4. Your game must be robust (crash rarely) and be relatively free of memory leaks.
5. Inclusion of a “god” mode option where the player doesn’t die (so I can test your game’s conclusion).

In addition to the above requirements, your game will be evaluated for its demo of gee-whiz factor(s).

Your assignment will be tested on a Linux platform using gcc or clang, but your project **must** uncompress, compile, and run, on the department linux systems. (Some possible Key assignments: F1 \Rightarrow help, F4 \Rightarrow frames, g \Rightarrow “god” mode, and r \Rightarrow restart)

Project Presentation: Our final project presentation will be Thursday, December 14th at 8 AM. I will bring refreshments. I will have made a video of all of your games. In addition, I will have downloaded, uncompressed, and compiled your games on my laptop. During our final presentation, I will invite you to present your game to the class and invite one of your class members to play your game.