Project: Student's Choice

Make a game in the style of your choice (2D or 3D).

No 2D Platformers or extensions of the previous project. If you are making a 2D game it needs to be something other than a platformer. It can be a top down game (Legend of Zelda style) for instance, or other type of 2D game. There must be scrolling across the game area (no single screen games). A 3D platformer is OK!

You must use new assets (art, music, sound) for this project!

You can use the font, but other than that, **you can not use anything from the course github**! (even if you did not use them on previous projects). There are some great sources for free assets:

- More by the same artist: https://kenney.nl/assets
- Lots of different kinds of free assets: https://opengameart.org/
- Royalty free music: https://incompetech.com/music/royalty-free/music.html
- Again, make sure something you find **is not something in the course github.**

Get started soon! - Do not wait until the last minute!

You must email me the idea for your game so I can approve it!

I discuss the project more here: https://youtu.be/Vc5quYZFSHA

What are the requirements for the project?

The following are **required** to earn points for the project:

Menu Screen (10%)

- Show the Name of your game and Press enter to start.

2 Minutes of Gameplay (40%)

- There needs to be at least 2 minutes of game play. This can be one huge level or multiple levels, etc.

Moving AI (20%)

- There should be at least 3. They can all look the same and behave the same.
- They must move around in some way.

Player Can Lose (10%)

- Some way for the player to lose (touching an AI, falling off a ledge, running out of time, etc.)

Player Can Win (10%)

- Some way for the player to win (killing all the AI, collecting all the coins, whatever you want)

Audio (10%)

- You must have at least 1 looping background music.
- There should be at least 1 sound effect (such as for jumping, when the player or AI dies, etc.)

Any tips on how to get started or approach this project?

More planning = less coding. Work out your levels and ideas on paper as well as what Classes, Objects, Textures, Audio you'll need before you start coding.

If I want to go that extra distance, what are some things I can add?

While **not required**, here are some ideas for things to add to your game:

- If you want to challenge yourself, make a simple 3D game instead of 2D.

I'm stuck working on my project and can't figure something out. How can I get help?

Students can reach out to me anytime: cguida@nyu.edu If you are emailing me for help with your projects, **upload your entire project to github** and email me with the link (I need to see everything so I can help you).
Do not email screenshots of your code.

Additionally, there is a forum in NYU Classes where **students can help each other**.

How do I submit my work?

Commit your code to your GitHub repository. Post the link to your github in the **Assignments** area in NYU Classes. For example, your link might look like:

https://github.com/tonystark/CS3113/P1/

If you are having difficulties with github, you can **.zip your entire project** and post a link to google drive. Make sure your google drive link is **accessible to everyone** so that myself and the TA can access it.

Due by 11:59pm means your project was successfully uploaded and a link was submitted to NYU Classes by that time. Start uploading your project at least an hour before the deadline. **Projects received 1 minute late are considered to be a day late**.

If there are any issues with uploading your project, you must **email me before the due date**.
While I check email regularly, **do not expect a response over the weekend or close to deadlines**.
Your code must compile. Code that does not compile will receive a grade of 0.
Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 2 days**.