

Individual Game Assignment with Rhetorical Analysis

General Information:

You have been learning basic interactive programming techniques over the first part of this semester. Now I want you to bring your work to another level by creating an Individual Flash/Animate game. The Individual game must be based on our readings and our assignments in class and will be built upon a set of foundational basic games that the Instructor will give you. The main criteria for the Individual game assignment is that it must demonstrate a comprehensive understanding of programming principles learned in class by combining script from various class assignments to make a unique gaming experience. The goal of this assignment is to help cement some of the early programming and actionscripting skills that you have been learning in the creation of an artifact that can be displayed as an example of your professional skills.

Specific Assignment:

Take one of the foundational games provided by the instructor and add the following elements to it:

- **Create a simple story that sets up the reason for the game play (1 to 2 levels only)**
- **Create simple graphics (done in Animate, Photoshop or Illustrator) which complement your story to individualize the game**
- **Modify 4 physics elements of the game play by incorporating formulas we have learned through the semester—Incorporate at least One Greensock animation into these physics modifications**
- **Create a simple scoring system that helps the player track their performance during the game**

Creativity, interactivity, and a coherent game play are the main criteria from which this assignment will be judged.

Once you have completed the Individual Game, write a 3-4 page rhetorical analysis of your game explaining your choices in the design and content of the project. Pay particular attention to what code you added in and/or modified to the game play. Please explain how this code is working in these added parts on a line by line basis so that the instructor can see your understanding of coding principles and your reasoning for including elements into your game play. The goal in writing such a rhetorical analysis is to understand how you, the developer, understand elements of the game the code employed to create it.

Audience and Purpose:

Your purpose is to create an Individual Flash/Animate game that will demonstrate your skills and provide you with a potential portfolio artifact.