GA 3331 – Week 5 – Homework

You are to design a prototype for a game given the theme ‘physics’ or ‘health’. You will have two weeks to complete this prototype. Some examples could be a game that simulates healing in WoW, a game that involves healing other objects, or a puzzle game involving moving physics objects.

# Deliverables

* An executable for your game that demonstrates the theme ‘healing’ or ‘physics’ (Choose one)

# Materials

* Health managers
* Physics
* Mouse picking