GA 3331 – Week 7 – Homework

You are to design a prototype for a game given the theme ‘**Explosion’**. You will have one week to complete this prototype. The week after will be spent iterating and polishing the core gameplay.

# Deliverables

* An executable for your game that demonstrates the theme ‘**Explosion’** as a theme

# Likely materials (You don’t have to use all/any of these)

* Weapons
* Projectiles
* Explosions
* Mouse Picking