GA4401 – Week 1 Homework

# Description

You are to create a game prototype based on a theme that was voted upon. The first objective should be to think of your main gameplay mechanic based on the theme.

# Requirements

* You are welcome to use any pre-made assets you can find, or previous playmaker scripts.
* The focus for this homework is to make **fun** gameplay. Remember that gameplay should be the first priority!
* This game can be single player, or multiplayer using the same machine.

# Deliverables

* + For Week 2
    - First Prototype of the game to be handed in
  + For Week 3
    - Final Prototype of the game
    - Presentation of game to the class