GA4401 – Week 3 – Lab

# Description

Using the GA4401 project, you are to create a game that utilizes the mouse, in combination with kismet, and a level. As part of this project, you are required to write a one-page design document detailing your game.

This can be a puzzle game, an action game, an adventure game, or anything else that falls within the realm of a mouse. You do not have to use a moveable pawn in this game.

**Examples of good point and click games are:**

* Tic-tac-toe
* Concentration
* Mouse “Maze” game, look up the flash game “Mouse Manuever”
* Click Adventure/Puzzle games
* Almost any other applicable flash game
* Games that involve dodging enemies.
* Shooting gallery/Physics based games

# Constraints

* The game must use the mouse in some way.
* You must create at least one level from scratch
* You must use the GA4401 mod package

# Deliverable

* One page design document
* Level(s) that include the gameplay for your game
* Any additional modifications you make to the unrealscript package

# Suggested Process

* Choose a game.
  + Pick a game that lends itself well to mouse-based gameplay (See above)
* Write the design document, identifying the scope of your game.
* Prototype any features you aren’t sure of first, and make sure that it is fun.
* Offer your game as a playtest for others to get feedback.
* Design any enemies that would be required for your game.