GA4401 – Week 5 – Lab/Homework

# Description

You are to work in teams of 3, and make 3 wario ware style games. Use the mouse interface game info, the mouse click event, as well as the keyboard event behavior from last week if you’d like.

As you will be working in teams on similar style games, consider ways to share work amongst each other. Particularly for supporting the 5 second time limit and difficulty levels.

# Requirements

* Make each mini-game in its own level.
  + You don’t **have** to use the touch and mouse events, but the gameplay must be short, and have a victory + loss condition
* There must be a way for the gameplay to get harder as you win, based on a difficulty value (0-5).
  + For example, if you have a mini-game that requires the player to click on objects to destroy them in the time limit, have the number of objects go up as the difficulty goes up.
* The gameplay must last no longer than 4 seconds.
* Don’t worry about supporting lives/retry counts.

**Ideas for games**

* <http://www.mariowiki.com/List_of_microgames_in_WarioWare:_Touched!>
* Quick – Unreal style FPS gameplay.
* Shooting gallery gameplay

# Deliverables

* Three separate levels, each with a different style of gameplay.
* Support for a difficulty level based on a single value that goes from 0-5.