KENNESAW STATE UNIVERSITY
COLLEGE OF COMPUTING AND SOFTWARE ENGINEERING

CGDD 4203: Mobile & Casual Game Development
3 Class Hours, 0 Labratory Hours, 3 Credit Hours (3-0-3)
Assignment 3

Goal: You play mobile AR-based games and **write a report of your analysis** of the chosen games. First, you need to choose **two games** and play them. Download games on your mobile device and play each game for more than 1/2 hour (see figure 1). After you played the game and have a strong understanding of it, start to analyze the game system and experience. In order to earn full credit, your analysis should reflect **AR system components (at least three)** and **casual game design (at least three)** criteria perspective.
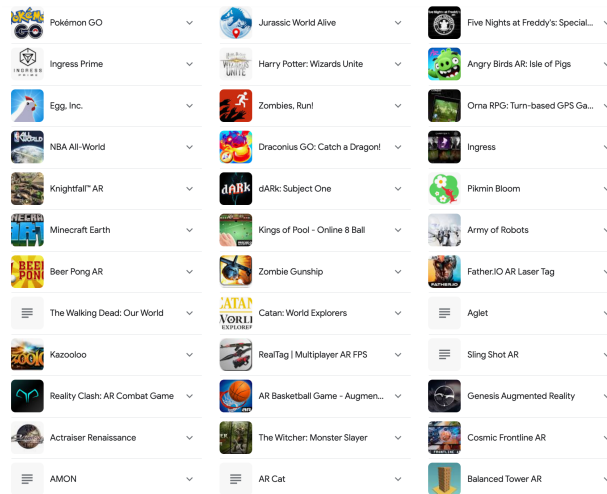

Fig1. AR game list.

Report format
- o To complete this assignment, you need to submit a paper 2-page limited report.
- o You should include gameplay images at least one, per game (For verifying your gameplay).
- o Please use your own format (such as font size, space, and columns), but it should be structured and has high readability.
- o Unstructured and has a low readability submission is subject to a penalty (10%).

Grade
- o The grade will rigorously depend on your **in-depth technical analysis**, not your casual feeling.
- o Your gaming experience should be included at the end as well.
- o If you enumerate technical terms only or give an explanation in a short sentence, it will not be sufficient to receive full credit.
- o Partial credit will be given for this assignment, so you should still submit what you have.
- o Turnitin software will be used in this assignment.