

Assignment: Final Game Project

Students apply all the skills they developed during this unit to creating a game using the p5 Play library. This is a summative assessment graded using a rubric.

Project Brief

Create a game for the MKA Game Jam. Your game must meet the technical requirements and be bug free. You can work with another student.

Games will be ranked by a panel of judges on different categories:

- Playability
 - Is the game fun to play?
 - Is the game appropriately difficult?
 - Does the game invite repeat plays?
 - Is the program free of bugs that harm the playing experience?
- Innovation
 - Does the game have a unique playing mechanics?
 - Does the game concept seem original? Is it a new and interesting take on a classic style of game?
 - Does the author approach an engineering challenge in a innovative way?
- Visual Graphics
 - Are the graphics inviting for the player?
 - Does the artwork seem original?
 - Does the artwork add to the enjoyment of the game?

Technical Requirements

- Game uses AWSD IJKL or the mouse for player interaction.
- Game uses the p5.play physics engine to detect collisions, apply gravity or friction, and/or check obstacles.
- Game should run at an minimally acceptable frame rate of 20fps on a computer with 8gb of ram and a standard browser (google chrome, firefox, or safari).
- Game must have a win/lose condition.
- Game should be able to be easily reset without refreshing the window.

Learning Targets

- I can use p5 and the p5.play library to build a browser based video game.
- I can use conditional statements to create win/lose scenarios and check for sprite collisions.
- I can incorporate Object Oriented Programming patters using sprite objects.
- I can use for loops to iterate through groups of sprites.