**Assignment**

The assignment is to work in teams (ideally 3-4) to build a game according to any of the following genres:

1. Clicker game;
2. Story-based game: a game with a well defined story. It  could be visual or interactive fiction (text-based);
3. Sandbox game,  in the spirit of  Mindcraft.
4. Arcade game: a shooter or a competitive game such a basketball, darts, table tennis, etc.
5. A game or game-like experience from another genre, mixes genres, or does not belong to any identifiable genre.

**Approach**  
  
You can use any combination of the software that we have been working with this semester: html, css, javascript,  aframe, and other javascript frameworks.  (But not a game engine (e.g. unreal).)

As part of your design, you may use any libraries, input/output devices, or APIs. However, you must acknowledge the sources of all code not written by your own team.

**Team**  
Each team should have the following roles: Concept Builder, Craft Engineer, Experience Architect, Game Mechanic. One person may play two roles.  The Concept Builder is responsible for interfacing with the instructors. The specific responsibilities of these roles should be negotiated within each team.  Moreover, in your write-up, you should explain how these roles were determined and what dynamics they produced within the group.

**Deliverables**  
  
**1. Thursday, November 14 (end of evening): One Page Proposal**  
Have your teams formed. The proposal should list your team with the roles, the concept you wish to explore, the software you plan to use, and justifications for how these choices fit together and complement one another.   
  
**2. Thursday, November 21 (during class): Draft Game**Be prepared to share your progress with instructors during the discussion class.  
  
3.**December 3: Final Game Submission (end of evening).**One student (the concept builder) from each group should submit a final zip file to Canvas containing the following items:

* Game Name as well as names and titles of all group members (in-line and in write-up)
* A link to the online version.
* All  code that you wrote or modified (extra frameworks not included).
* A 2-3 page PDF write-up explaining the project concept, experience and technical execution, each person’s role in the group, instructions for game play, documentation of a sample game, and a paragraph on how the team would continue to develop the game. Diagrams and images welcome in write-up.

Grading Scale (out of 30 pts)

Concept  (10 pts)

10-The concept is original and compelling.

9- The concept is effective and interesting.

8- The concept is good.

7- The concept is unclear.

6- There is no discernible overall concept to the game.

0- No write-up.

Game Experience (10)

10- The gameplay is perfectly matched to the concept and truly entertaining or expressive

9- The gameplay is of high quality and entertaining or expressive.

8- The gameplay is of good quality.

7- The gameplay is difficult to master.

6- The gameplay is trivial and/or confusing.

0 - The game does not work at all.

Coding (10)

10- The code is elegant and sophisticated.

9- The code runs smoothly and effectively.

8- The code works, but needs refinement (small bugs).

7- The code generally works, but there are some significant bugs .

6- The code never works and/or is incomplete.