Computer Science 30S/40S
Pairs Term Project
Classic Video Game Remake

As explained briefly in class, your job here is to first select a "classic" video game that will remain etched in history, such as the ones on the title page here or another one of your choice (approved by me).

Once you select a game you and your partner are going to "remake" it to the best of your abilities given the time you have. As you remake it your goals are as follows:

i) Try to keep every original aspect of the game in tact, yet make obvious provisions as necessary. Example...you will not have time to complete 8 (or so) full complete levels of SMB so make less but make them perfect. Try and keep the original characters in tact with all original game play in tact, but of course with little "twists" (to be discussed shortly).

ii) While keeping all original aspects of the game in tact, you and your partner are to creatively think of new, original modern "twists and tweaks" to add. Examples...

    i) Maybe pacman can do more things.
    ii) Maybe Luigi is more powerful than Mario and perhaps there are more ways for them to get around
    iii) Maybe YOU and your partner are secret characters in street fighter.

Here are some things which your game MUST have:

* Multi-player options.
* An **INTERACTIVE** tutorial/help/intro.
* Players MUST be able so **SAVE/ACCESS** top scores (in some kind of order).
* ABSOLUTE user-friendliness throughout the program (will be discussed in class).

RUBRIC & MORE DETAILS
TO FOLLOW SOON.....

DUE: MONDAY, JUNE.13