

# Project: Student's Choice

Make a game in the style of your choice (2D or 3D).

No 2D Platformers or extensions of the previous project. If you are making a 2D game it needs to be something other than a platformer. It can be a top down game (Legend of Zelda style) for instance, or other type of 2D game. There must be scrolling across the game area (no single screen games). A 3D platformer is OK!

**You must use new assets** (art, music, sound) for this project. No Good/Evil Professor Carmines. No using George or anything from the lectures.

**Get started soon!** - Do not wait until the last minute!

**You must email me the idea for your game so I can approve it!**

I discuss the project more here: <https://youtu.be/Vc5quYZFSHA>

## What are the requirements for the project?

The following are **required** to earn points for the project:

### Menu Screen (10%)

- Show the Name of your game and Press enter to start.

### 2 Minutes of Gameplay (40%)

- There needs to be at least 2 minutes of game play. This can be one huge level or multiple levels, etc.

### Moving AI (20%)

- There should be at least 3. They can all look the same and behave the same.
- They must move around in some way.

### Player Can Lose (10%)

- Some way for the player to lose (touching an AI, falling off a ledge, running out of time, etc.)

### Player Can Win (10%)

- Some way for the player to win (killing all the AI, collecting all the coins, whatever you want)

### Audio (10%)

- You must have at least 1 looping background music.
- There should be at least 1 sound effect (such as for jumping, when the player or AI dies, etc.)

## Any tips on how to get started or approach this project?

More planning = less coding. Work out your levels and ideas on paper as well as what Classes, Objects, Textures, Audio you'll need before you start coding.

## If I want to go that extra distance, what are some things I can add?

While **not required**, here are some ideas for things to add to your game:

- If you want to challenge yourself, make a simple 3D game instead of 2D.

## I'm stuck working on my project and can't figure something out. How can I get help?

Students can reach out to me anytime: [cguida@nyu.edu](mailto:cguida@nyu.edu) If you are emailing me for help with your projects, **upload your entire project to github** and email me with the link (I need to see everything so I can help you). **Do not email screenshots of your code.**

Additionally, there is a forum in NYU Classes where **students can help each other.**

## How do I submit my work?

**Commit your code to your GitHub repository.** Post the link to your github in the **Assignments** area in NYU Classes. For example, your link might look like:

<https://github.com/tonystark/CS3113/P1/>

If you are having difficulties with github, you can **.zip your entire project** and post a link to google drive. Make sure your google drive link is **accessible to everyone** so that myself and the TA can access it.

Due by 11:59pm means your project was successfully uploaded and a link was submitted to NYU Classes by that time. Start uploading your project at least an hour before the deadline. **Projects received 1 minute late are considered to be a day late.**

If there are any issues with uploading your project, you must **email me before the due date.**

While I check email regularly, **do not expect a response over the weekend or close to deadlines.**

Your code must compile. Code that does not compile will receive a grade of 0.

Late projects will have **10 points deducted per day.** Late projects will **not be accepted after 2 days.**