CSCI 3210, Assignment 9, SPRING 2012, Due Date see class calendar

This assignment uses game development to further the use of Lua as a scripting language and to expose you ever so slightly to game development.

For a listing of game engines, see

<http://freegamedev.net/wiki/index.php/Free,_cross-platform_game_engines>

For an overview of game development look at the following URL plus subsequent references

<http://create.msdn.com/en-US/education/tutorial/2dgame/getting_started>

For this assignment I have chosen to use Love2D game development engine…you don’t want to start from scratch when creating a game. First we will make use of the Love2D tutorials found at

<http://www.headchant.com/love-tutorials/> Here you will find six tutorials of which you will find the first four rather mundane, but you should still invest the time to do them and set up your environment.

For the tutorial “Part 1 | Invaders must die!”, you will need to follow the tutorial and implement plus implement the comment left by *cattail* to keep the hero from going out of screen. As the tutorial is written, it hard codes six enemies. Once you implement the tutorial with cattail comment, commit your entire project to git repository for olab9.

Continue with the tutorial “Part 2 | Pew Pew!” and implement. Once you complete Part 2, then commit your entire project to git repository for olab9. I will be checking to see if you have two commits…both working for these two stages.

Next modify the code so the user of the game can choose between one and seven enemies. Make sure your code works and again commit your entire project git repository olab9. I will be checking to see if you have three commits…all working for these three stages.

Finally, add another feature to the game…. Doesn’t need to be complicated, but something that adds/changes the action of the game. Make sure your code works and again commit your entire project git repository olab9. I will be checking to see if you have four commits…all working for these four stages.