

C++ - Arcade Game Assignment

Overview

We will pay tribute to an old school arcade game and reproduce using SDL some of its features to create a single playable demo. We should aim for good and simple structure following what was explained in the classroom.

Submission rules

The delivery must be a ZIP file containing:

1. The executable (compiled in **release**) with all files needed to run.
2. There must be a text file called "README" containing:
 - a. Description on how to play and finish the game.
 - b. Link to the github repository.
 - c. Name of the author.
 - d. Youtube link to the game you are paying tribute to.

The file must be named **name1_lastname1.zip** with student's name and lastname.

The file must be submitted before **January the 14th of 2015 18:30** (before presenting it to the class).

Grading Criteria

To accept a submission for grading, it must comply with:

1. It followed the submission rules stated above.
2. The code compiled.
3. The game did not crashed while testing.

Once accepted, the criteria is as follows:

- 40%: Gameplay is fun, execution is fluid, goals are clear and the game can be played several times without exiting the application.
- 60%: Simple but well structured C++ code, no memory leaks, const-correct and consistent coding style.

Presentation

The final product will be presented during the class explaining the main problems encountered the work arounds. Each student will have 5 minutes.