CS 151: The Game Contest

Throughout the course of the semester, you have learned many new techniques, tools, and libraries you can utilize in your approach to writing a particular piece of code. For the last contest of the semester, I wanted to open things up in a fun, entertaining way. I enjoy games of all types, and when I was first learning to code, writing simple games was *the* way I got practice and experience writing more complicated programs. So for the last contest of the semester, your challenge is to write a simple game. You can use *any* of the tools or libraries we have learned about over the semester. Your game can have graphical elements using PGL, or it could be entirely text-based, such as the Adventure Game. I am completely fine, in fact, if you want to build off of an already existing project by greatly extending something like the Breakout Project or the Adventure Project. There are no bonus points for complexity here though, so a simple game entirely of your own devising would be on an equal playing field with something as complex as the Adventure Project.

Each of you is eligible to submit one entry for the contest, where an entry consists of a program that implements a particular game of your choosing. To get started, you can grab a starting repository here.

Selection Criteria

Provided there are enough submissions, a prize will be awarded in each of two categories:

- *Polished Gem* – This prize is awarded to the program which exhibits the greatest amount of polish. The game may be simple, but the controls are tight, the interface (if any) is well thought out and constructed, and the bugs few and far in between.

- *Fun Factor* – This prize will be based on the game that pulls me in and entertains me the most. Maybe it is not the prettiest. Maybe it has some bugs. But if it is just a joy to play, then this award might be yours!

In both categories, programming style will be part of the evaluation. I *will* be looking at the code, so take steps to ensure I can understand what you did! Please note that you do not need to specify a category; all entries will be eligible for either prize.

Prizes

The grand prize in each of the categories will be that I will replace whatever individual score most negatively affects your grade–which may be an assignment, midterm, or the final–with a 100% in the computation of the final grade. Those of you who submit "serious" entries will also get a ticket for a random prize drawing at the end of the semester.

Official Rules:

1. Only students registered in CS 151 are eligible to submit entries in the contest.

2. Only one entry per person will be accepted.

3. If your program requires libraries outside of those we have used this semester, clearly indicate exactly what is needed.

4. All entries must be submitted by 11:59pm on Sunday, Dec 10th

5. Contest entries should be sensitive to Willamette's individual and cultural diversity. Programs that have the effect of perpetuating negative stereotypes will not be considered for prizes.