

CS 4730: Computer Game Design

Engine Team: Development Tool Part 2

Overview

For this assignment, you will be providing some basic updates to your team's development tool.

Part 1: Finish Development Tool Part 1

If you are still not finished with development tool part 1, then you cannot earn a grade on this assignment. Make sure to work out minimal features for part 1 before you proceed.

Part 2: Expanded Features

Now that your group has added more features to your engine and other aspects of your game, you can add the following features to your development tool:

- **Character:** You can now place the character's starting position in a scene (if relevant). Note, that some scenes that have multiple entry points may not require this, and you might choose to simply place the character with code instead.
- **Enemy Placement:** Now that the design team has implemented the enemies for your game. Your development tool can be used to place the enemies in scenes, and save the scene afterwards.
- **Parallax Layers:** Now that parallax capabilities have been built, sprites in your scene can be given a parameter for setting how they parallax within the development tool.
- **Transition Points:** Now that scene transitions are implemented, your development tool should allow level builders to set scene transition points, including the scene they transition the player to. Work with your level team to determine exactly how these transition points are implemented.
- **UI Components:** Now that the level team has built some simple UI components. Your development tool can be used to arrange the user interface of the game.

Grading

In order to earn a full grade on this assignment, your development tool must incorporate 4 of the 5 expanded features listed above.

README

When you submit your code for this assignment, please include a text file called README.txt that summarizes how to compile and run your development tool. This file should also contain instructions on how to build a level with your tool.

Turn In

As always, submit your code on Collab.