

CS 4730: Computer Game Design

Design Team: Enemy Programming

Overview

For this assignment, you will be all of your non-boss enemies.

Step 1: Create each enemy

If you recall your design documents, each area requires two unique “enemies”. Your task is to implement each one. If your enemies are traditional enemies, then create an object for each one and program the relevant draw and update loops for each. If you have non-traditional enemies (e.g., puzzles) then you will develop the mechanics of those puzzles and create some simple scenes that demo those mechanics.

We have included the example enemy from class as a reference.

Step 2: Demo

Once your enemies are created, create a simple scene that shows off each enemy. The demo should be a minimalistic room or set of rooms that allow the grader to observe each enemy or puzzle mechanics (or similar) working as intended.

Make sure to include a README.txt file with your submission that informs the TA of the correct behavior of your enemies, any relevant controls, and how the demo is setup to ease grading.

Turn In

Submit a single zip of your game on Collab. Include a readme.txt file that describes the control scheme and any necessary information for the grader.