

# CS 4730: Computer Game Design

SFX and Level Team: Scene Transitions

## **Overview**

For this assignment, you will use your engine team's development tool to build out the first two areas of your game (as designed by your design team). In addition, you will add functionality that allows your game to move from scene to scene seamlessly.

## **PART 1: Build out two areas**

Begin this assignment by collecting your design documents from your design team. This should contain specifications for laying out the first two areas of your game. In addition, collect your development tool from your engine team. You should then build out each room for each of the two areas using the development tool. If necessary, work with your engine team and design team to work out any issues you discover as you go.

## **Part 2: Create a simple player**

Next, create a very simple "player" object that can be moved around a scene. This can be as simple as a static rectangle that moves as you press arrow keys and ignores all collisions with tiles. If your design team happens to have a prototype of your actual character already, I recommend using that.

## **Part 3: Use transition points to piece your rooms together.**

Now, implement the following features:

- Rooms contain transition points (e.g., doors?). When your character moves into this area, a transition event occurs and the scene swaps to reveal the next room.
- The room transitions should NOT be instantaneous. Add some kind of effect to make the transition smooth. This can be:
  - o Fading one room out and fading another in.
  - o Scrolling to the next room smoothly before removing the old room.
  - o Etc.
- The camera should work as intended while exploring the rooms / areas.
- If your game has other kinds of transitions (e.g., touching an enemy to go to battle mode), make sure to include an example of that happening as well.
- If your game has procedurally generated rooms, make sure to implement this feature.

## **Test Demo:**

When we run your game, we should be able to move a simple character around the game and transition from room to room to inspect all of the first two areas of your game. It is ok if many of your mechanics do not fully work yet (that is two assignments from now), but we must be able to explore the space and see that half of your games overall content is in place.

## **Turn In**

As always, submit your code on Collab as a single zip file. Include a README.txt file so the grader knows how to play your demo.