

# CS 4730: Computer Game Design

## SFX and Level Team: Environment Programming Part 2

### **Overview**

For this assignment, you will implement all of the environmental interactions between objects necessary for your game's **second** two areas. This will lead to a beta build in which your whole game is fully playable.

### **IMPORTANT NOTES**

- 1) For this assignment, your larger group will submit a **SINGLE BUILD** of your game, with the additions of each of the three sub-teams incorporated. This will serve as a **beta release** of your game.
- 2) In lab, you may have negotiated slightly different requirements than are specified in this document. If this applies to you, then work on the requirements you agreed to with your TA.

### **PART 1: All Interactions (repeated from last week for your convenience)**

Implement all interactions between objects in your game within the second two areas. This essentially means that all of the basic mechanics of your game will be completed once this assignment is completed. This means that, at a minimum, your first two areas should be fully playable. See the next page below for examples of how to easily hook up objects to interact with one another.

Your specific games may require different interactions, but most games will include the at least the following:

- Player interacting with platforms and other obstacles
- Player interacting with two special environmental objects per area (e.g., ice or similar)
- Player interacting with enemies and bosses
  - o Your design team is implementing more bosses this week, so be sure to coordinate with them.
- Player special items / moves interacting with platforms, enemies, bosses, etc.
- Player interacting with scene transitions points and transitioning to those scenes
- Player state being carried over consistently across scenes (e.g., coming back from battle scene in an RPG and health has been lowered and enemy now gone).
- Player losing the game and restarting scene or restarting whole game.
- Narrative text boxes appearing at appropriate times and disappearing at appropriate times.
- All controller input working as intended.
- Integrating UI elements to accurately reflect the state of the game (e.g., health bars)
- ...more depending on your specific game.

You **DO NOT** have to develop out of game menus (such as the start screen, pause screen, etc.) for this assignment. Your engine team will do this in a future assignment.

### **Part 2: Beta Build**

This week, it should be possible to fully play your entire game. The only missing elements should be very minor (non-game breaking) bugs, lack of music / sound effects, lack of menus / pause screen, etc.. While you are responsible primarily for the behavior of environmental interactions, you should work with your team members to ensure everything gets merged together smoothly and correctly.

### **Turn In**

Submit a single zip of your game on Collab OR a link to a github repository with **ALL** of the additions from each sub-team incorporated.