

Assignment 3: simple game

Due 5pm Mon Aug 29 - no late submissions

The task for this assignment is to create (or *re*-create) a **simple** arcade game in Processing. You can create a totally new game from scratch, or make a faithful replica of a classic arcade game, or put a new twist on an existing game. You should explain the inspiration and design process in your artist statement.

[Here are some examples](#), but I'm sure there are more out there—post them to Piazza! It doesn't have to be super fancy. If you have game design questions, we can discuss them on the Piazza forum under the *assignment4* label.

1 Spec

Your submission **must** have:

1. interactive gameplay (mouse, keyboard or both)
2. simple instructions on the screen
3. a score counter
4. a hi-score display
5. a reset button, to reset the game state (and score) so the player can try again (but don't reset the hi-score!)
6. an **artist-statement.md** (200 words)
7. submit a .pde file & artist statement which fulfils this spec in a **zipped folder** according to the **submission instructions** below

2 Ideas

- create your own [objects](#) to keep track of the “things” in your game (e.g. characters, scores, obstacles, enemies etc.)
- take two classic arcade games and create a mash-up

- use sound effects to emphasise interactions (this is optional, though—you don't *have* to have sound)
- have a “hard mode” which is triggered when the player reaches a certain score

3 Submission instructions

Before you zip it, the folder structure should look like this. The **MyClass.pde** optional and just an example, you can call your classes whatever you like (so your filenames will look different), and have as many of them in there as you need. The only required parts are the **assignment3.pde** and the **artist-statement.md**.

```
└─ assignment3
   └─ artist-statement.md (required)
   └─ MyClass.pde (example - optional)
   └─ ...
   └─ assignment3.pde (required)
```

after you zip it, you'll end up with

`assignment3.zip`

then, rename `assignment3.zip` to (replacing the XXXXXXX with your uni ID)

`uXXXXXXX-assignment3.zip`

and submit it through the COMP1720 Wattle page (in the *Assignments* section). The submission **must be a zip file** (not a `.rar` or `.7z`), here are some ([Windows instructions](#), or [Mac instructions](#)) if you're unsure.

4 Getting help

There's a special **assignment3** label in the Piazza forum—if you have any questions related to the assignment you can ask them there. You can also ask questions during the Thursday afternoon lab session.