

Special Topics: Game Programming
Side Scroller (Platform) Project, Part 1 (10%)
Assigned 10/17; due 10/26

1 Purpose

The purpose of this project is to create a side scroller game. The project is broken into several pieces.

2 Description

You need to provide a description of a *simple* game. You need to specify the general play and the object of the game. You need to have a rough idea of your scoring system. See Chapter 12 of *Killer Game Programming* for an example.

Undergraduates may work in pairs. Graduate students must work individually.

3 Requirements

1. Name(s) of people in team.
2. Hardcopy description of the game as described above.