
Lab-2 GAMEDAY

Task 1

Make a device that can implement Whack-a-Mole , use your creativity. Alternatively , if you think you have a better game idea to implement , that gives you bonus points. Best implementation within given time will be chosen for a reward(TBD by tutors).

Sub-Tasks

1. Present Pseudo-Code to your mentors , check feasibility.
2. Give the hardware requirement for the project , remember you can only use the parts in the kit provided.
3. Strictly No Plagiarism.
4. Comment your code for readability , zip your code files and send it to either of the tutors on Slack, make sure your zip folder's name is you netID followed by task number .
e.g. – ms10997task1.zip

Task 2 – Team Task

Make a game that replicates a real-world multiplayer game using devices that communicate for the game to proceed.

Each player will get a device of his own which will be their interaction point with other players , work as a team to come up with a plan and divide up smaller tasks to complete the project.

You are allowed full freedom to use any of the concepts you have learned till now inside and outside of our classes.

Sub-Tasks

1. Present Game Idea check feasibility.
 2. Present Pseudo-Code , explaining functionality of each device.
 3. Present division of tasks between team members , decide who works on what , use your team's best capabilities.
 4. Code with the cooperation of your peers , code sharing encouraged in forms of functions , headers or libraries.
 5. All the best Let's Go.
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