# CSYE 7270
# Building Virtual Environments
# Assignment 2 – Simple 2D Game

Professor: Nik Bear Brown
Due: January 31, 2020

TA: Rohan Bharti <bharti.r@husky.neu.edu>

## Assignment 2 – Simple 2D Game

Counts towards assignment score

Create a simple 2D game like Color Switch, Fruit Ninja, "Aa", Cut The Rope, Line Rider, Angry Birds, Frogger, Doodle Jump or propose a 2D game that you would like to make.

- How to make a COLOR SWITCH Replica in Unity (Livestream Tutorial) https://youtu.be/gE7gc1sbIUA
- How to make Fruit Slicing in Unity (Livestream) https://youtu.be/3g5_8sE18tQ
- How to make a "aa" Replica in Unity (Livestream Tutorial) https://youtu.be/nKBUIaZcv3U
- How to make a CUT THE ROPE Replica in Unity (Livestream Tutorial) https://youtu.be/dx3jb4muLjQ
- How to make a LINE RIDER Replica in Unity (Livestream Tutorial) https://youtu.be/dmBQQ2XtuhU
- How to make an Angry Birds replica in Unity (Livestream Tutorial) https://youtu.be/QM8M0RainRI
- How to make a FROGGER Replica in Unity (Livestream Tutorial) https://youtu.be/wZt6qDDx-2o
- How to make Doodle Jump in Unity (Livestream) https://youtu.be/fHN-26GEVhA

Propose the game you want to build and five significant changes to the mechanics of the game for approval to the TA.

These must be pre-approved.

Implement five significant mechanics to the game.

Create a short video of you playing your game that shows its features.

## Grading Rubric

*Did I explain my code and design clearly? (40 Points)*

How effective are you at explaining the code and assets you created for your game?

Your code review score will be scaled to a range of 0 to 5, then multiplied by 5 and be used for this score.

*Did I explain my evaluation clearly? (10 Points)*

Clearly explain the code and play-testing.
Is there play testing?

*Playable (10 Points)*
It MUST run.

*What code is yours and what have you adapted? (10 Points)*

You must explain what code you wrote and what you have done that is different. Failure to cite ANY code will result in a zero for this section.

Licensing (5 Points)

Did I explain my licensing clearly? Failure to cite a clear license will result in a zero for this section.

Gameplay Video (15 Points)

Create a gameplay video that explains how to play the game and how you created it.

For gameplay see Nik Bear Brown - Game Programming Classes student work
https://www.youtube.com/playlist?list=PLIS8mRE04MvrZLvLvzZzDV8yqeBasdHfD

Scope and overall quality (10 Points)

Is the scope enough for the assignment? The TA will rate it like one would rate a game on the Appstore.