Retro Arcade Game CS 351 Project 3 Due October 19th

Project Overview

This project I am trying something new, I am letting you decide what you want to work on. However, there are some limitations:

1. It must be an arcade game, from what era is up to you
2. It must be sufficiently difficult, meaning each project idea must be approved by me or Nick

Note that you do not have to recreate the entirety of the game in the sense that you do not have to have every level. Instead focus on recreating the rules of the game. You must decide on which game you want to make by this upcoming Tuesday where you will have to have your project idea approved by Nick. This will be the lab assignment for the week.

Game Graphics

You can be as faithful to the game graphics as you wish but we will be grading based on behavior and not how it looks.

Documentation

It is of paramount importance that you document the goal of your game and what everything represents in the GUI. You must also make sure that you thoroughly go over how to control your game. Lastly make sure that the game can be controlled in a sufficiently easy manner.

Grading

Grading will be based on several factors:

1. Code standards
2. Submission standards
3. Documentation of rules/controls of the game
4. Design documents
   - Consistent style
   - Logic of design
   - Reflection in code
   - Incrementally updated
5. Degree of faithful recreation of the game (logic only not graphics)
6. Up to 20 points of extra credit can be earned by doing more graphical work or choosing a particularly hard game