

FALL 2017 EDITION

# GD205

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Game Programming II - Prof. Alec McClure

WEEK 3

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# HOMEWORK GAME EXERCISE 1 ( first half, 5 points)

Create your own gridded board style game, complete with text captions (optional), in which a player presses certain keys in order to “navigate” using whole position units. Use the text captions to inform the player of their status. You should aim to have each of the following:

- Positions in which the player cannot move
- Positions that reset the player's position
- 1 winning position (with an additional condition if you want to get ahead)

# Git/Github

```
$ git init
Initialized empty Git repository in /tmp/tmp.IMBYSY7R8Y/.git/
$ cat > README << 'EOF'
> Git is a distributed revision control system.
> EOF
$ git add README
$ git commit
[master (root-commit) e4dcc69] You can edit locally, and push
to any remote.
 1 file changed, 1 insertion(+)
 create mode 100644 README
$ git remote add origin git@github.com:cdown/thats.git
$ git push -u origin master
```

# Git/Github Terminology

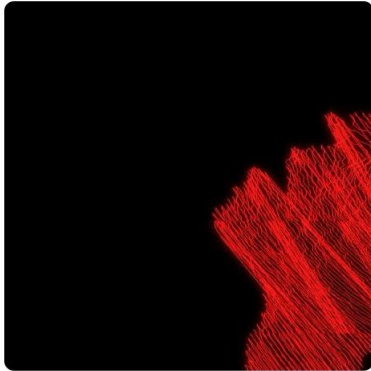
**Repository** - Github

**Commit** - save changes locally

**Push** - upload committed changes to Github

**Pull** - upload local files to Github version

**Clone** - make a local copy of a repository

[Pull requests](#) [Issues](#) [Gist](#)

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## Hostos-GD205-Spring2016

Updated 9 days ago

## Hostos-GD105-Spring2016

Updated 9 days ago

## sabotai.github.io

gh hosted site for misc things

Updated 15 days ago

## test

Updated 18 days ago

★ 0 🍴 0



[Pull requests](#) [Issues](#) [Gist](#)

## Create a new repository

A repository contains all the files for your project, including the revision history.

Owner

Repository name



sabotai ▾

/

Great repository names are short and memorable. [Learn more](#)

Description (optional)



**Public**

Anyone can see this repository. You choose who can commit.



**Private**

You choose who can see and commit to this repository.



**Initialize this repository with a README**

This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: **None** ▾

Add a license: **None** ▾



Create repository

Type  
“username.github.io”  
(replace username  
with your username)

You choose who can see and commit to this repository.

☐ **Initialize this repository with a README**

This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: **None** ▾

Add a license: **None** ▾



**.gitignore** ✕

Filter ignores...

- SymphonyCMS
- Target3001
- Tasm
- TeX
- Textpattern
- TurboGears2
- Typo3
- Umbraco
- Unity**
- UnrealEngine
- VVVV
- VisualStudio



.gitignore  
Select Unity



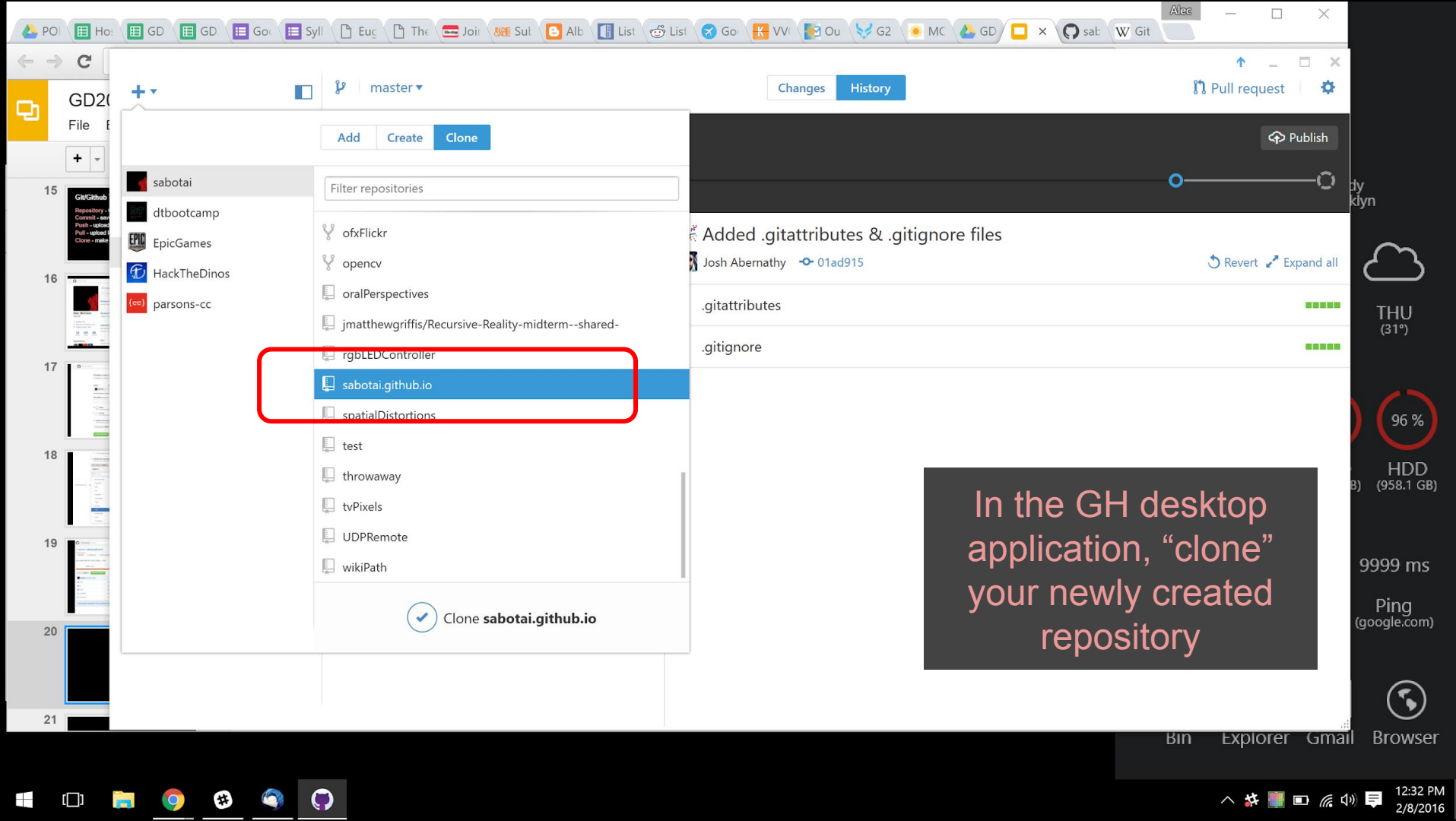
[Pull requests](#) [Issues](#) [Gist](#)[sabotai](#) / [sabotai.github.io](#)[Unwatch](#) 1[★ Star](#) 0[🍴 Fork](#) 0[Code](#)[Issues](#) 0[Pull requests](#) 0[Wiki](#)[Pulse](#)[Graphs](#)[Settings](#)gh hosted site for misc things — [Edit](#)[8 commits](#)[1 branch](#)[0 releases](#)[1 contributor](#)Branch: [master](#)[New pull request](#)[New file](#)[Find file](#)[HTTPS](#)<https://github.com/sabota>[Download ZIP](#)**sabotai** trying full width

Latest commit 9fca3ad 15 days ago

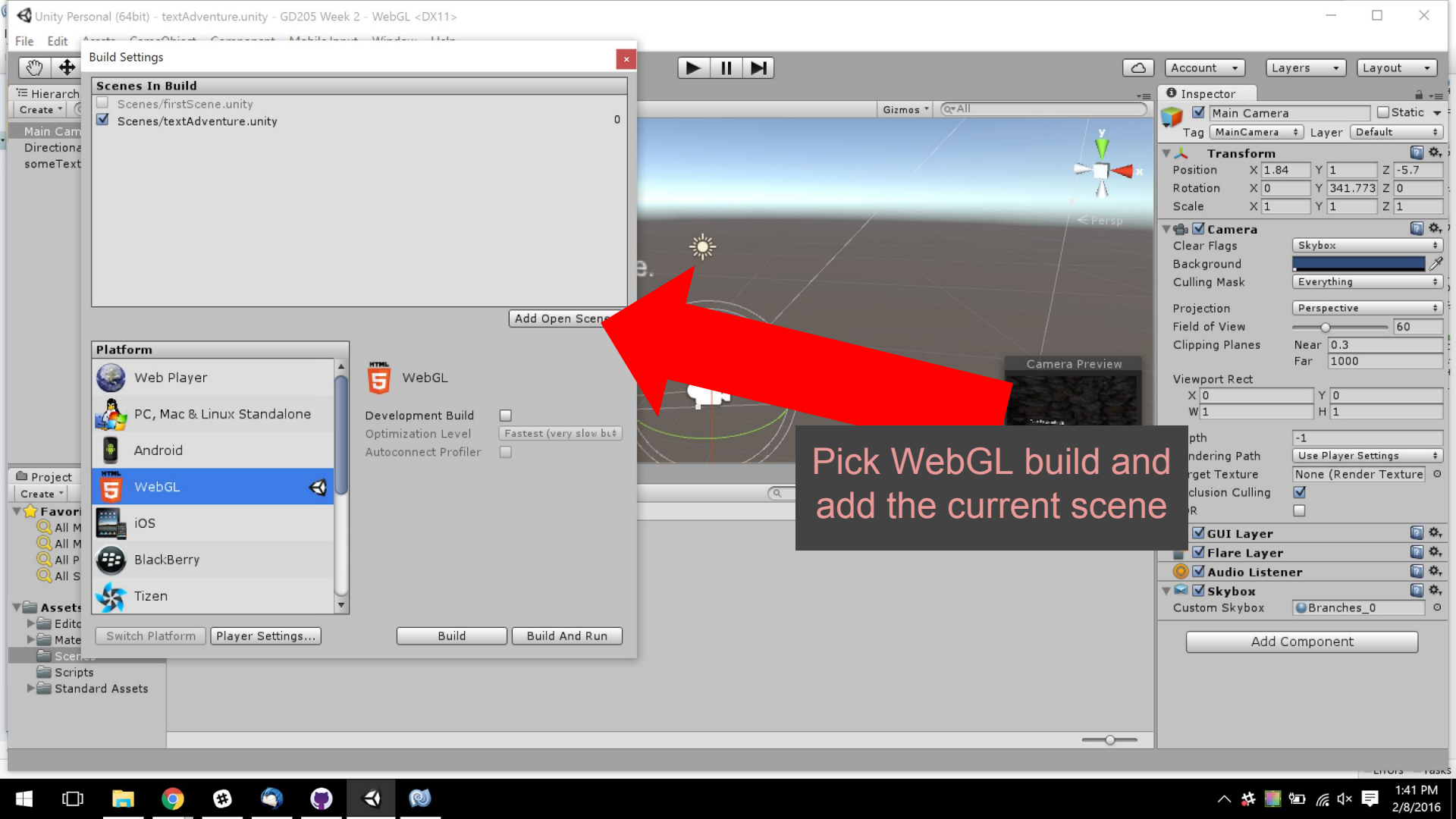
<a href="#">Folly</a>	trying full width	15 days ago
<a href="#">cv</a>	added cv	22 days ago
<a href="#">folly2</a>	added new version of folly	18 days ago
<a href="#">LICENSE</a>	Initial commit	3 months ago
<a href="#">index.html</a>	Create index.html	3 months ago

Help people interested in this repository understand your project by adding a README.

[Add a README](#)



1. Add your files to your newly cloned folder
2. Once the changes have been made, return to the GH application
3. “Commit” your changes with a note indicating what those changes were
4. Sync with the server



WebGL builds

Push to Github and post link on class blog

-1 folder for the project files, with a build folder inside

## HOMework GAME EXERCISE 1 ( second half )

- Use your board game inspired setup from last week to complete an actual game, complete with hazards that reset the game to its original state.
- There should be a MINIMUM of one additional condition required for completion of the game. One example of a this might be acquisition of a key located on the board.
- There should be visual aids that tell the player whether they are on the right track or not. Different positions must activate different visual and/or auditory stimuli.