The Game

Due: Wednesday, July 21st

Introduction

☐ Third in a series of related projects
  ■ Will have a working game prototype (or at least some playable component)

☐ Focuses on
  ■ Playable aspects of the game
  ■ Make use of design, art and objects created or selected
  ■ Can create new art, but not an emphasis
  ■ Illustrate potential/core mechanic

☐ Using Game Maker

Details (1 of 2)

☐ Work in same group as Project 2
  ■ Use that treatment

☐ Playable game
  ■ Final form depends on your specific design

☐ Use as many or as few Game Maker rooms as needed
  ■ Ex: Strategy game maybe one carefully constructed battlefield
  ■ Ex: Puzzle game maybe several rooms showing different kinds or complexities of puzzles
  ■ Ex: Maze game may need lots of levels

Details (2 of 2)

☐ Credits
  ■ List all members of your team
  ■ Other information (version number, or other art credits)
  ■ Can use Resources->Change Game Information
  ■ Or, can make separate room

☐ Directions
  ■ How to play
  ■ Select art content
  ■ You may create art and game objects as needed
  ■ If create, don’t worry if not an artist
    ■ Ideas and effort, not execution

Resources

☐ Finite resources (time!)
  ■ About 40 hours total (20 per person)
  ■ Use most appropriately

☐ Game Maker
  ■ Sample games for splash/title/credits/options

☐ Other Game Maker games
  ■ Available online