CSCx171 Laboratory Assignment #5
Create a new game from existing games

Zoë Wood, Fall 2009

1   Objective

In this assignment, you will complete and assess a number of game tutorials. Then, you will borrow aspects from these tutorials to create a new, playable game.

2   Resources

Explore the existing tutorials:

- http://flashenabledblog.com/2008/03/12/flash-cs3-tutorial-particle-effect/

- http://www.vineyardesigns.com/tutorials/flash/

- http://www.flepstudio.org/english/

- http://www.flepstudio.org/forum/tutorials/

- http://www.flepstudio.org/forum/tutorials/554-animations-actionscript-3-0-spring.html

- http://www.flepstudio.org/forum/tutorials/3123-angular-acceleration-thrust.html

- http://www.kirupa.com/developer/actionscript/multiple_collision.htm

- http://www.mikechambers.com/blog/2009/06/24/using-bitmapdata-hittest-for-collision-detection/

- http://www.8bitrocket.com/newsdisplay.aspx?newspage=6421 (this one is a bit advanced, so you may want to skip it for now)

Also, you should use other tutorials that you find. If you use a different tutorial, please post links to the ones you used in the student discussion forum before the deadline for this lab.

3   Creating a Game

You should follow the process described below in creating your new game.

3.1 Analysis

The game tutorials listed above, and others you find, will provide you with the skills to create some basic components of a game. You'll see examples of using keys to move objects, gravity, shooting, detecting object collision, and tracking. Do not just blindly follow the steps of the tutorials. Try to understand how they are accomplishing the affects demonstrated and then experiment and change them to learn more.

3.2 Design

Design a new game based on the skills you learned from the tutorials. Apply the concepts learned in class to create meaningful play in your game. Even though it will be simple, it can still be fun. At this point, don't worry about aspects of your game such as keeping a score. You can describe these things verbally to me during your demo.

3.3 Iterative Development

The first time you play your game should not be in front of me during your demo. That won't go well. Spend some time playtesting your game. You should try and get another student to give you feedback during the implementation process.

Also, don't try and implement all the features of your game at once. Decide on one or two features and implement and test those. Then add some more.

3.4 Graphics

For this lab, the look of your game is not the most important thing. You will obviously have to create objects for your game, but you should not invest a majority of your team doing this. You will mainly be assessed on your ability to create interaction with the user.

4 Assignment

You are to create a new Flash game that meets the following requirements:

1. Uses actionscript to create an interactive environment for the player.

2. Demonstrates at least three concepts learned from game tutorials.

    (a) This does not include straight forward concepts such as a motion tween.

3. Is fun to play.

    (a) I will take into account that the game is simple.

Deliverables

You will demo your interactive application in lab on November 20. If you used any tutorials not listed above they need to be posted in the Student Discussion forum before you demonstrate your game.

NOTE: Lab on November 20 is mandatory and you will receive a 0 if you do not demonstrate your work in lab on that day

Assessment

- Demonstration (7 pts)

- Follow-up Q&A (3 pts)