

CS 491: Homework 2

Arcade

1 Introduction

In this homework, you will recreate a classic arcade game. Why recreate an existing game? Because there's so much to get right in a game! By reusing established mechanics, we can focus our efforts on learning other things. Remember, we don't reinvent the wheel because we need new wheels—we need new inventors.

2 Requirements

To receive full credit for this assignment, you must:

- Create an arcade game. You pick the game. Arcade games tend to be action-packed, requiring quick reflexes and very little intelligence.
- Start the game with an intro screen showing a high score.
- Implement multiple levels.
- All art must be hand-crafted.
- Use at least two sprite animations.
- Host your project source repository on Github/Bitbucket. You are invited to keep it public or share it with me privately. (My username is `twodee` on both sites.)
- Publish your game to the WebGL target—not the Web Player, as it isn't supported in the latest browsers. Make a ZIP file out of the exported game directory, and upload it to your itch.io account. Add a new post on the course blog with categories `fall 2015`, `gamedev2`, and `postmortems`. Find the `iframe` embedding code from your game's Distribute tab. Enter this shortcode in your post, using the `iframe` attributes instead of the capitalized placeholders: `[emunity src="URL" width="WIDTH" height="HEIGHT"]`. Hit Publish and make sure we can play your game.
- Complete all this by the end of October.