

# CISC 1600, Homework 2

Prof Michael Mandel

Due: April 24, 2018

## Overview

- This is homework 2, an analysis of the project that you submitted for Project 2: Game programming
- It is worth 4% of your final grade in the class
- It is due before class on **April 24, 2018**

## Instructions

Create a written document using a word processor (like MS Word) that answers each of the questions below. Write in clear English. Check your grammar and spelling. Save your document as a PDF, if possible.

### 1 Basic information

- 1.1. Game title
- 1.2. Concept: one sentence that captures the basics of your game
- 1.3. Sketch: draw a mock-up of what the scratch canvas looks like in your game's main gameplay mode

### 2 Funativity

- 2.1. What are the social challenges in your game?
- 2.2. What are the mental challenges in your game?
- 2.3. What are the physical challenges in your game?

### 3 Sid Meiers' concrete rules

- 3.1. What is/are the player's goal(s) in your game?
- 3.2. What interesting and meaningful choices can they make to achieve that goal?
- 3.3. What are the intermediate rewards and punishments that they receive based on their choices?

## 4 Narrative

- 4.1. What is the conflict in the narrative of your game?
- 4.2. What do you want your audience to feel?

## 5 Mechanics, dynamics, aesthetics

- 5.1. Aesthetics: What style did you use to create the sprites? What mood did you want the look to convey?
- 5.2. Mechanics: how did you implement your game in scratch? Draw a state diagram representing the different states of each of the sprites or the entire game.
- 5.3. Dynamics: What are the rules of your game? Complete the following Object Outline to show who the players are and what the objects are in your game.

Object	Facts	Functions
<i>Name, description</i>	<i>What are the facts about this object? What does the object look like? How many images will you need for it? Where does it start? What are its states (alive, dead, etc.</i>	<i>What does this object do? Can it move? Can it change costumes? Can it interact with other objects? Can it interact with the player?</i>
<b>Stage</b> (the stage itself).	[Stage facts]	[Stage functions]
??? (the player)	[Player facts]	[Player functions]
??? (the opponent AI)	[Opponent facts]	[Opponent functions]
<b>Etc.</b>	[Other sprite facts]	[Other sprite functions]
...	...	...