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## The Game

Due: Wednesday, July 21<sup>st</sup>

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## 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*

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## 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

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## 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

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## 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

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