

Games Studies

C20240

50% Project: *Game Creation*

Guidelines

- Create a 2D game of your choosing.
- The game **must** be notified to your tutor **and** agreed to by him.
- Use perl and SDL for the program
- Develop suitable graphics using the GIMP
- Generate or source audio files as required
- A learner record must be kept and submitted
- The learner record should be standard formatted
- The game will be assessed under such headings as:
 - Quality of graphics
 - Quality of sound
 - Playability
 - Level(s) of difficulty
 - Creativity
- The completed project must be submitted by email (and also provided as hard-copy)
- The completed game and all materials should be the subject of a 15 minute video presentation
- An archive file containing everything required by a third party to run the final project will be provided by you to enable publishing on the Internet.
- Other requirements may be notified to you in class.
- The deadline for this assignment is: **17/04/2013 – 12:45.**

This project is worth 50% of the total marks for the module.