

# Games Studies

C20240

## 50% Project: *Game Creation*

### Guidelines

- Create a 2D game based on one of the classic BSD games.
- 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.
- The game will be assessed under headings such as:
  - Quality of graphics
  - Quality of sound
  - Playability
  - Level(s) of difficulty
  - Creativity
- The completed project must be submitted by email as a compressed zip file ready for extraction and execution, complete with any support files (graphics, audio, level, help files).
- This archive file containing everything required by a third party to run the final project is provided by you to enable publishing on the Internet, as well as for assessment.
- The main program should also be provided as hard-copy, complete with line numbers and colour coding, combined with the learner record.
- A learner record must be kept and submitted. (The learner record is worth 30% of the total marks for the module).
- The completed game and all materials should be the subject of a 15 minute video presentation demonstrating the game-play and describing any novel features. This is part of the learner record.
- **Other requirements will be notified to you in class.**
- The deadline for this assignment is: **28/03/2014 – 12:45.**

**This project is worth 80% of the total marks for the module -  
comprising 50% for the executable game and 30% for the learner record.**