Suggested Guidelines for Creating Your Own XNA Game-Themed Assignment

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| 1. What Technical Topic(s) Will Your Assignment Focus On: |
| 1. Brainstorm Game Ideas (including Game-LIKE ideas) That Make Use Of This Technical Topic: |
| 1. Choose a game to implement, and give a short (1-2 sentence) description of the game. |
| 1. Describe what the students will be doing in the assignment, and how it uses the technical topic listed: |
| < From here on, we’ve included stuff mainly to provide ideas from the presentation to help you brainstorm, and / or to guide your efforts if you’re looking to refine an idea that you have > |
| 1. Game type:   Circle one, or else describe the game type, so you’re clear on what level of animation / interaction the game will have  Graphical Picture Animation / Visualization Game |
| 1. Picture:   If it helps to clarify how your game will play, please draw a picture, with clarifying notes, on the back of this page |
| 1. Ideas for incorporating technical topics into: 2. Game Rules: 3. Game Results / Game State: 4. Generate Interaction: 5. Constrain Interaction: |
| 1. Coordinate space: Is your game continuous, or discrete?   Notes: |
| 1. User Input: Turn-based, or continuous?   Notes: |
| 1. Is your game built around a central hero?   Notes: |
| 1. List the interactions between the central hero & other objects within the game here: |
| 1. Now, refer back to the “Technical Topic Area” you specify from #1. Remove all code related to this topic area and make sure you can maintain a compiled project. |
| 1. Best thing to do is, define clear API (functions) with no implementations and gather all these functions in the same class/file. |
| 1. Yes, 12 and 13 are the key, easy to describe but difficult to implement!! |