Suggested Guidelines for Creating Your Own XNA Game-Themed Assignment

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| 1. What Technical Topic(s) Will Your Assignment Focus On:
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| 1. Brainstorm Game Ideas (including Game-LIKE ideas) That Make Use Of This Technical Topic:
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| 1. Choose a game to implement, and give a short (1-2 sentence) description of the game.
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| 1. Describe what the students will be doing in the assignment, and how it uses the technical topic listed:
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| < 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 haveGraphical 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:
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| 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:
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| 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.

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| 1. Best thing to do is, define clear API (functions) with no implementations and gather all these functions in the same class/file.
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| 1. Yes, 12 and 13 are the key, easy to describe but difficult to implement!!
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