Final Project

Description: The purpose of the project is to create a GAME. Whether or not your game includes a NARRATIVE or is presented as an INTERACTIVE STORY is entirely up to you.

Instructions: This project has two parts:
1) A Game Proposal Worksheet (GD_Proj_Worksheet.pdf)
    a) This worksheet should be completed before you start programming your game.
    b) It is OK if your finished game is different than your original proposal.
2) A complete and playable game written in Scratch.
    a) You may use one of the templates shown in class as a starting point.
    b) You may work together in groups of up to 4.

Suggestions:
1) Use iterative development:
    a) Get a very very simple version of the game up and working as soon as possible.
    b) Start by creating the object that the player will interact with or control and get its functionality complete.
    c) Don't worry about getting the graphics, or sound right at the start. Use "placeholder" graphics if necessary.
    d) Then add any extra objects that are required and get another working version of the game complete.
    e) Then work on getting every aspect of the functionality of the game correct in another working version of the game.
    f) Then go back and add sounds, improved graphics, instructions, credits and all of the other aspects of the game application.
2) Be creative!
3) Impress me!
4) Impress your classmates!
5) Have fun with this!
6) Consider the fact that the idea you come up with could be the next great game idea!