Computer Game Development

CS 345-001 (CRN: 25255) / DIGM 465-004 (CRN: 25315)
Instructor: Will Muto
Midterm

Due: Thursday, Feb. 14th at 9:30 am (the beginning of class), or it will be considered late. Place all required files on a CD, which should be labeled:

Name
Drexel Username (i.e. "wlm24")
CS345/DIGM465 Winter 2008
Midterm

Required files include all source code, a compiled executable (if possible), and source models (.blend, etc.)

The exam is graded out of a possible 100 (+15 possible extra credit) points. Each day late is a ten point deduction to the final grade. All work should be done individually.

Part 1 (40 points each): For each task, choose one engine from those we reviewed (Blitz3D, Processing, Ogre, X3D, or Torque) and implement it to the best of your ability. **You can use assets (models/textures) of your own creation, or assets provided via the engine package; no other downloaded assets should be used.** You can use an engine more than once.

1. The name of the game is licensing. Movie blockbusters, for better or worse, are usually accompanied by an adaptation for the console. As a pitch, create a small level based on a movie title. The level should be viewed within the engine environment, and should be textured and lit. Include a short readme with the name of the film you adapted.
2. Rhythm-based games are all the rage, and your studio won a contract to develop a sequel to Konami's "Beatmania", which uses a DJ's turntable. Your demo needs to graphically reflect input from five keys ("samples"), and "scratching", emulated with the mouse. Actions should be archived graphically (colored boxes, etc.). This is only a control demo, no sound is needed. Include a short readme with control instructions.

Part 2 (20 points): Complete a short, critical evaluation (2 pages maximum, double spaced, Microsoft Office or OpenOffice format, **spell/grammar-checked**) which answers:

- Why did you choose the engines you did? Would you use them again for a similar task?
- What were the strengths and weaknesses of each engine that you used?
- How did you create assets?
- How did you approach the gameplay logic and scripting?
- What were problems that you encountered? How did you work around these issues?

Extra Credit (10 points): Visual playback of action history for Part 1, #2.
Extra Credit (5): Name the fastest car in Stunt Playground, and its top speed (± 5 KM/H)?