

CS 151: The Game Final

Throughout the course of the semester, you have learned many new techniques, tools, and libraries you can utilize in your approach to writing a particular piece of code. For the last contest of the semester, I wanted to open things up in a fun, entertaining way. I enjoy games of all types, and when I was first learning to code, writing simple games was *the* way I got practice and experience writing more complicated programs. So for the last contest of the semester, your challenge is to write a simple game. You can use *any* of the tools or libraries we have learned about over the semester. Your game can have graphical elements using PGL, or it could be entirely text-based, such as the Adventure Game. Build off of any existing project by extending and gamifying (in the case of ImageShop).

Personally, I recommend enhancements to break out, such as steadily lowering bricks, infinite bricks, or changes to ball physics. But the choice is yours!

Evaluation Criteria

- *Polish* – The game may be simple, but the controls are tight, the interface (if any) is well thought out and constructed, and the bugs few and far in between.
- *Fun Factor* – Games pull us in and entertain us. Maybe it is not the prettiest. Maybe it has some bugs. But if it is just a joy to play, it has fun factor!

In both categories, programming style will be part of the evaluation. I *will* be looking at the code, so take steps to ensure I can understand what you did!

Rubric

Submissions will be scored as the project from which they originated but by me, the instructor, rather than your section leader. Expectations will be elevated to include at least one extension, either from the write-up or of your choice. In the event of no submission, your strongest project will be scored. In the event of a submission of a project that you did not previously complete, the submission will be counted for both the project and the final.

Due Date:

1. All entries must be submitted by 11:59pm on Thursday, May 5.