



Character design from <http://www.stylesg.com>

Project One:

2-D Mini-Game Implementation

1. Complete a simple game description with objectives that may be described in three sentences.

2. Choose to develop your “mini-game” either using the Irrlicht engine and its 2-D capabilities or one of the sample framework games from XNA.

3. Here are links for reference:

- <http://irrlicht.sourceforge.net/tut006.html>
 - <http://creators.xna.com/>
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4. Complete a program design before coding to include with materials.

5. If you choose Irrlicht, you are free to create your own sprites or use sprite sheets that you find on the Internet. There are some links on the resources page.

6. If you choose to use XNA, you may use one of the example games as a framework. Change any backgrounds or models and game objectives to make it your own, though.

7. Submit a .zip archive including the game description, program design, source code, artwork and other resources, and executable. (State which platform was used for development in the program design).

8. Attend class on the due date to present your work and run your game as well as critique others' work.