HW 1 – Game Jam
“One Button”
Due: Feb 2

For this assignment you’ll have 1 week to make a game on the theme of “One Button”. You are allowed to use whatever libraries, languages of API’s you like, but you must document what code you used from others, and what code you developed on your own. You may work alone or in pairs (see me if you want to work in a larger team).

Upon completion of your game, prepare a short report (~2-3 pages), answering the following questions about your game and it’s implementation:

- Give a brief summary of the game. What’s the goal? Are there any points? How are they scored?

- What are the key algorithms and techniques you used in developing your game? How do these algorithms improve your computational runtime or user experience?

- From a computational perspective, what are the bottlenecks/limiting factors in your game? If given more time, what algorithmic improvements would you make?

- From a design perspective, what are some features you didn’t get to? How would you improve your gameplay if given more time?

To turn in your assignment, create a webpage with the following:
1) A video of your game being played
2) Your complete source code, and a list of any libraries used
3) The above described report

You should also prepare to give a short, in class presentation.

Send me a link to your webpage (no attachments!).