HW 2 – Game Jam #2
“No Touching”
Due: March 1

For this assignment you’ll have 1 week to make a game on the theme of “No Touching”. 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 are the key algorithms and techniques you used in developing your game?

- Did you need to add any special processing to handle user inputs? Any error handling? Signal Processing?

- How does your user input affect the difficulty of your game? Did you need to re-tune any aspects after play testing?

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!).