Week 10 (10/30) Assignments

[Group] Choose Your Game Engine

Decide which engine your team will use to build your game's digital prototype. Research different options, weigh the pros and cons of each, and evaluate the features of each option relative to your needs. Consider the following when making your choice:
- What platform(s) will your game run on?
- Are you familiar with the programming language(s) used? How much of a learning curve will there be?
- Will the engine allow for artists to efficiently share assets (e.g. graphics and sound) with programmers?
- What implications will the choice of engine have on how design decisions can be implemented? (How easily will you be able to program and test new game elements?)
- Will you continue using this engine to implement your game next semester?
  - Chances are, much of the code you use in developing the prototype will not be used in your Games II implementation (in fact, this is recommended by designers in the "Designer Perspectives" in *Game Design Workshop*).
  - In prototyping, you are demonstrating a "slice" of your game in a relatively short time, so code may be functional, but not optimal. You will be developing a system during the implementation semester, which will require a more organized code structure.
  - Still, skills developed during prototyping this fall will be useful for you moving forward. Keep these points in mind when making your decision.

[Group] Design Log - Focus Questions

Answer the following in some form on your team's design log:
- What do you want to prove/demonstrate?
- What are you most concerned about?
- What are you most excited about?

These questions are intended to focus your thoughts as you begin to implement your digital prototype. Answers may be concise and informal.

Email the link to dimatte4@tcnj.edu before class on Thursday, 10/30.