

Assignment #3
Design of a Sensor-Enabled Game in XNA
CpSc 481/681: Sensor Enabled Game Construction
Computer Science Department
Clemson University
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March 3, 2008

In order to receive credit for this assignment, your solution must be submitted, using the `handin` command, by game time on Monday, March 10th, 2008.

Your goal is to design a sensor-enabled game using object technology and the XNA API. You may work in groups of size 1, 2 or 3 for the project. For this third milestone, you will bring with you some presentation materials and you will explain to the class, using visuals wherever necessary, what your plan is for your game. If you have done, or need to do some preliminary work to be able to explain your concept, than please make sure you plan your time accordingly. For example, you may want to capture some sounds, build some rudimentary 3D models or describe, in storyboard fashion, how your game will work.

Try to be as specific as you can, although it is difficult to assess how your game will ultimately evolve. The important thing is that you make a good start planning and designing, as best you can, before you code. You can use UML diagrams if you find it helpful. You should try to answer questions such as what kind of models do you think you will require? What kind of sound will you incorporate into your game? How will sensors play a role in your game play and in your game logic?

Also, try to summarize the logic of your game. How will a player be designated a winner or loser? How will you assess points? What components will be required, a paddle, a rifle, an avatar, a paladin, a ball, a bullet, a room, etc.

Writing a concept doesn't mean that you have to write down or capture all of the ideas that will be incorporated into the finished product. But try to get a clear picture of your game in your mind. Capturing the concept, especially if you're working as a team of 2 or three people, will make it easier for you all to be on the same page and you will determine, early on, whether you agree on the

game concept. Many marriages fail because the people involved are not clear about their objectives and goals.

Writing your ideas on paper will make it easier for you to communicate with the instructors, others in the class and other people working on your project, what you plan to do. Thus, the deliverables for this milestone are:

1. A written specification of your game plan. Please submit this plan using the handin command.
2. An in-class presentation, to be given on March 10th, describing your plan.