

Milestone #1
CpSc 481/681: Sensor-Enable Game Development
Computer Science Department
Clemson University
Animation with XNA
Brian Malloy, PhD
September 1, 2008

In order to receive credit for this milestone, your solution must be submitted, using the `handin` command, by 8 AM Monday, September 8th, 2008. I will zip your files and move them to my directory at that time. You may submit your solution before the deadline as many times as you like; only your final submission will be considered.

The purpose of this milestone is to help you to become familiar with `C#` and the XNA Framework. Your assignment is to build a simple sprite animation. You can pick any 2D sprites off of the web; however, your sprite cannot include a red ball. You should move at least two sprites across the screen and, when a sprite reaches the end of the screen, it should scroll around to the opposite screen.

When you have finished with your assignment, please write a README file that describes you, your assignment, any extra things that you have included beyond the milestone specification, and any problems, faults or issues with your solution. You will have to zip your solution directory and submit the whole directory using the `handin` command. To submit, using the `handin` command, you will need a CS account.

Here is the `handin` command:

```
handin.481.1 1 *
```

The grading rubric will be guided by this milestone specification. For example, if you don't have time or the creativity to write a README file, you will lose 10 points. If your sprite doesn't scroll, you will lose 20 points.