

Milestone #3  
CpSc 481/681: Sensor Enabled Game Construction with XNA  
School of Computing  
Clemson University  
**The Design of a Sensor-Enabled Game in XNA**  
Brian Malloy, PhD  
October 16, 2008

In order to receive credit for this assignment, your solution must be submitted, using the `handin` command, by 5:30 PM on Monday, October 27th, 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, please bring with you to class some presentation materials so that you can describe and explain to the class, using visuals wherever necessary, the game that you intend to build. Please include, in your description,

1. Any preliminary work that you have accomplished.
2. Any models that you have already built.
3. The models that you need to build, or find; are they 2D or 3D.
4. The sounds and music that you will need.
5. A preliminary description of how your game will work:
  - (a) The goals of your game;
  - (b) how you will declare a winner;
  - (c) who will play against whom;
  - (d) how will keyboard input work;
  - (e) will you use sensors; How.

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.

The most important question to address is “what is the story that your game will tell?” What is the theme and what is the main idea. The answer to this question will dictate much of what you will do. Please don’t be concerned that I will hold you to your goals in the case that you later find that your plan is too ambitious. 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?

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 others in the class and the other people working on your project.

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 October 27th, describing your plan.