TOR/TBN/FDTA 20th August 2010

# Project

# Game Development



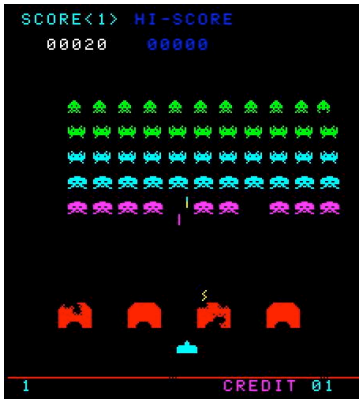

*The Humans - GameBoy*

**Task :**

Make an avoidance game by use of ActionScript.

You must have a 4 week production plan and a plan for the expansion of the product.
The game must have a story/universe or basic manuscript.
The game must have a hero controlled by the keyboard or the mouse.
The game must have moving objects entering the stage with random properties.
The game must have good guys and bad guys.
The game must include graphics from Blender (can be an intro).
The game must have a score counter.
The game could have a fixed frame or it could be scrolling.
Fancy events, flocks and appealing sounds will be appreciated.

Examples could be flowers tumbling down to hit the correct flower pots or a mammoth avoiding the spears of the Neanderthals.




*Space Invaders – arcade game*

**Formalities :**

The work has to be done individually.

The game (the .fla file and all .as files) must be uploaded on Fronter in a .zip file (no .rar files are allowed) and brought along on a memory stick to the project presentation the 14th October 2010.

The project is mandatory and has to be approved in order to attend the 3rd sem. Exam.

**Great prizes :**
The technically best game and the fanciest game will both be rewarded.
Important: We are going to display some of the results on the website of the school. Therefore, please indicate if we can use your solution on our website.

"get cracking" (Keith Peters : "Foundation ActionScript 3.0 Animation")