

CS 491: Homework 3

Platformer

1 Introduction

In this homework, you will create a platformer. A platformer is a game where the player traverses space by jumping, rolling, flying, teleporting, or otherwise to get from one support to another.

2 Requirements

To receive full credit for this assignment, you must:

- Create a platformer game. It may be a new idea or inspired by others.
- Support some sort of mechanic for traversing space.
- Include hazards that the player must avoid or overcome. The player must be mortal—that is, the player must be able to perish.
- Implement some sort of checkpointing so that if the player dies after passing through a checkpoint, play resumes at the (most recent) checkpoint.
- Include a goal that the player strives to meet.
- Multiple levels are welcomed, but not required.
- Host your project source repository on Github/Bitbucket. You are invited to keep it public or share it with me privately. (My username is `twodee` on both sites.)
- Publish your game to the WebGL target—not the Web Player, as it isn't supported in the latest browsers. Make a ZIP file out of the exported game directory, and upload it to your itch.io account. Add a new post on the course blog with categories `fall 2015`, `gamedev2`, and `postmortems`. Find the `iframe` embedding code from your game's Distribute tab. Enter this shortcode in your post, using the `iframe` attributes instead of the capitalized placeholders: `[emunity src="URL" width="WIDTH" height="HEIGHT"]`. Hit Publish and make sure we can play your game.
- Complete all this by the end of November.