

Honors 104.502: Homework 1

Puzzler

In this homework, you will create a puzzle game. Homeworks in this class are very open-ended, and you are encouraged to pursue themes or game mechanics that intrigue you. An important part of a course like this is sharing your work for others to see. Your games will be shared via the website itch.io and the course blog.

Because there's a lot of debate about game genres, we should first agree upon a definition of *puzzle game*. Let's define it this way:

A puzzle game is a game in which the player's primary concern is solving puzzles. Puzzle designer Scott Kim says puzzles "fun and have a right answer." Absent are complex character personalities, leveling up, acquiring inventory, dramatic narrative, and traversing an expansive game world. Game objects tend to be inert, either not moving at all or not deviating from a predefined path until acted upon by the player.

Probably the most importance distinction from other genres for us is that a puzzle game is small in scope.

1 Requirements

To receive Blugolds for this assignment, you must:

- Create a puzzle game. Identify your audience (mothers, kids, grammar fiends?) and serve it faithfully.
- Include at three levels with the same basic mechanics but differing layouts or configurations.
- Publish your game to itch.io. When building, prefer the WebGL target over the Web Player, which 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. The site asks you the kind of project you are uploading. For WebGL games, choose HTML. For WebPlayer games, choose Unity. Ensure that the game can be played fullscreen.
- Add a new post on the course blog with categories `spring 2016`, `honors_gamedev`, and `gallery`. Find the `iframe` embedding code from your game's Distribute tab on itch.io. Enter this shortcode in your blog 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 February.