MEDS/CMPU389 Computer Games: Design, Production and Critique

Final Project

Make a computer game on any platform, e.g., Galatea, Unity or a platform of your choice. Think carefully about the goals of your game. Why is your game worth making? Why will your game be worth playing? After we discuss your game idea in class, you should write a 1 or 2 paragraph description of your game, including a tentative answer to these two questions. Then go ahead and design, implement and playtest your game. When your game project is complete, write a short (1-2 pages) evaluation of your game, again addressing the two questions above.