

Project 2
CS 2260
Dr. Mateas

The rest of the semester will be spent working on project 2. It is due Sunday, April 30th, by midnight. This is a group project to be done in groups of three. You should form groups by the end of the day Wednesday, April 19.

In project 2 you'll create a tile-based experience. This could, for example, be a small adventure game or perhaps an interactive story. The constraints are as follows:

- 1) The game must have a tile-based map upon which the player moves. The map should be multiple screens.
- 2) In addition to the player, there must be several objects and non-player characters.
- 3) In addition to the main map, there must be at least one sub-map that is entered by means of the main map. This could be a building you enter (which has its own internal map), a cave, the inside of character's head, etc.
- 4) The player, objects and NPCs must be rendered using sprites.
- 5) Make use of sprite animation.
- 6) Something other than the player must move (the non-player characters, an object, etc.).
- 7) There must be a goal that can be accomplished.