

Assignment A Rubric
ART 486: Advanced Interactivity
Fall 2009

Goals:

- 1) Make a game—a board game
- 2) Throw you at a biggish lump of code.

The Project

- Take the “Morris” project, and turn it into some other board game.
- Use a game that is in the public domain, or make up your own.
- Don’t try to make a computer player.
- Don’t try to enforce rules; just make pieces that move and a board.

Please turn it in to me on a CD-ROM. Please give me all .fla, .as, .html, .js, ... just give me all the files.

Due Date: Tuesday October 13, 2009

Grading:

Process component:

- 20% A .swf, that runs, on a CD-ROM, with your name on it.
- 50% People who know the rules can play the game easily.
- 15% Free of bugs.
- 15% Artistic value: it’s pretty, it’s funny, we want to play it.

- Final grade out of 100%

DNM 08/05/08