

Game Design – Lab 2 and 3

Second assignment

Create a digital prototype for your game. It should have the following characteristics:

- Contain the core gameplay loop
- Be playable
- Ignore aspects regarding art, sound, etc.
- Provide the demo as source code (in Git or another code versioning service) and as a standalone executable
- Must be turned in personally by week 7
- Provide a written document (2-3 paragraphs) describing your activity