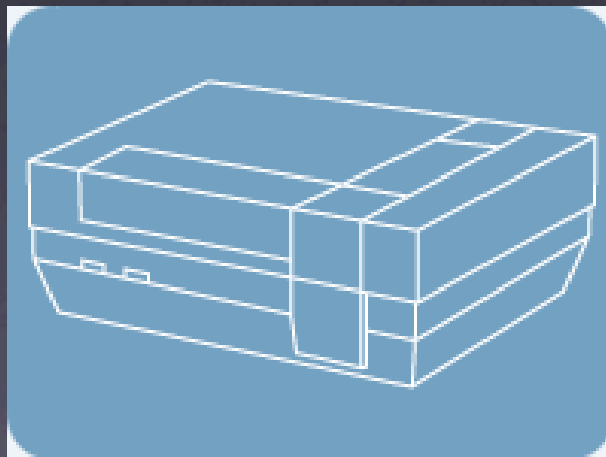


# 98-026

# Nintendo

Bob Rost  
March 3, 2004



# Today

- Development tool updates
- Assignment 2 Notes
- Teaching a Class
- Last week's "quiz"
- After Break
- "Supplemental Life Skills" Lecture

# Dev Tools

- Some of you have been sending me code updates and finding bugs for some of the development tools
- There is a new nbasic, with some improvements by Mark Tomczak, and some bug fixes by me
- Joey Echeverria updated the sprite tools to support bitmap files better. The update has not yet been posted
- A preview version of nbasic3 has been posted, so that you may start finding bugs



# Assignment 2

- Remember, it's due "befafter" Spring Break
- The "before" part isn't for much longer
- Assignment 2 is officially due to me no later than Tuesday, March 16 at noon

# Assignment 2

- This class is pass / fail
- It would be really fun to fail someone
- To fail, you should turn in something that demonstrates nearly zero effort (*or nothing at all*)

# Project Type I

## Development Tool

- Is anyone besides team ninja doing one for the assignment?
- Are you continuing development the whole semester?
- There should be a usable release and some kind of user documentation



# Project Type 2

## Full Game

- Working ROM
- Box Art
- User Manual



TRIFORCE

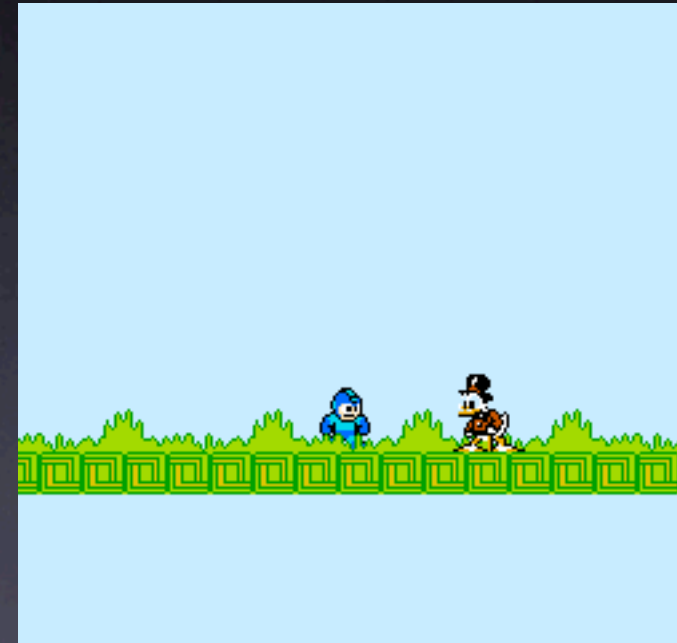
PLEASE  
LOOK UP  
THE WEBSITE  
FOR DETAILS.



# Project Type 3

## Partial Game

- ROM that does or shows something you made, not something I made
- Concept art or design docs should be submitted in standard web formats, rtf, or pdf



unacceptable assignment



# Teaching a Class

- Bob, just make this up as you go along

# Last Week's "Quiz"

- Overall, many of you requested that I discuss two things:
  1. using nbasic
  2. making a game from scratch
- This brings us to the lecture after break...

# After Break

- Your projects are due
- I will show them in class
- Then I will show you how to...



MAKE  
A  
GAME  
IN  
ONE  
HOUR

# Game in One Hour

- I will of course have extensive cheat sheets, but write the whole game in class
- The amount of artwork I do in class (instead of before) depends on the scope of the game
- I am taking suggestions now for what kind of game

BOB  
098026

🟡 x24

WORLD  
1-4

TIME  
214

THANK YOU BOB!

BUT OUR LECTURE IS IN  
ANOTHER CASTLE!

