

**University of Denver**  
**Game Capstone (COMP 3831)**  
**Fall 2014**  
**Homework #1**  
**Due: In class September 20, 2013**

In 8 hours or less you must design and build an interesting game which has both a beginning and an ending. You can use any language you want, and any resources that you want for the game. You must log all of the time that you spent working on the game to show that you completed the game in the required time frame. (There are no requirements for fancy graphics, or even for graphics at all; you just cannot wholesale copy another game that someone else designed.)

You will demo your game to the class on September 20, and discuss your design and the decisions that you made for your game.

The purpose of this assignment is to give you practice thinking about game design, about your own game design skills, and about the time it takes to complete game design tasks: You can't work "harder" to complete the task, because the hours you spend are limited. Thus, you must carefully consider how best to use your time and design to your strengths.