

University of Denver
Game Capstone (COMP 3831)
Fall 2014
Homework #2
Due: In class September 27, 2013

This homework has the same premise as Homework #1, with three changes. (1) You will work on a game in a team with one other person and (2) each person can only spend four hours working on the game. (This does not count time at the end of class.) The bigger change is that you can optionally choose to revise or extend the design of one of the group members games from Week 1. Carefully consider your strengths and weaknesses as a team when embarking on your new design.

You will demo your game to the class on September 27, and discuss your design and the decisions that you made for your game.