

University of Denver
Game Capstone (COMP 3831)
Fall 2014
Homework #3
Due: In class October 4, 2013

This homework has the same premise as Homework #2, with one change. In your game design for this week you must consider your freedom as a designer to create games. In particular, we are operating under the thesis that freedom is not the ability to do anything you want with your game, but that when you find the right constraints, you will then be free to create an interesting and compelling game. Thus, in your design this week you must find and place significant restrictions on your design, and then explore what you can create within those restrictions. (Restrictions might include what graphical elements can be used, what input elements can be or what interactions are allowed.)

You will demo your game to the class on October 4, and discuss your design and the decisions that you made for your game.