Assignment: Game Engine Tutorial   **CMS.611J/6.073 Fall 2014**

>   Assigned: September 3, 2014
>   Class Discussion: September 10, 2014

Goal: Each student will complete a tutorial for an assigned game engine to better understand capabilities of various game engines that will be used throughout class. Students will discuss game engines in class. No turn-ins required.

You will be assigned one of the four game engines below on September 3rd. You may trade assigned engines with another student.

Download the software development kit for the game engine and install it onto your computer. Complete a tutorial for the game engine. Create an executable standalone program that is able to run on a separate computer or browser without having to install development tools on the computer. Test your executable on a separate computer and take note of the results.

We estimate this tutorial to require 2 to 4 hours of focused effort. After 4 hours, you may stop working on the tutorial even if you have not completed the goal of a tested executable on a separate computer. Take note any difficulties, challenges or frustrations involved in installing or learning the tools and be prepared to share what you have learned with classmates.

We recommend you use one of the tutorials listed below. We will have an in-class discussion and workshop on Wednesday, September 10th. Everyone will be asked to share their thoughts, experiences, and evaluations of the various game engines. Everyone will then work with another student to share and compile code.

Flixel
http://flashgamedojo.com/go/ (Download an integrated development environment for your OS)
http://flixel.org/ (Download Flixel ActionScript 3 libraries)
http://flashgamedojo.com/wiki/index.php?title=EZPlatformer_(Flixel) (Create a game)

HaxeFlixel
http://haxeflixel.com/documentation/getting-started/ (Install HaxeFlixel tools and libraries)
http://www.adobe.com/support/flashplayer/downloads.html#fp14 (Install debug Flash Player)
http://haxeflixel.com/documentation/tutorials/ (Create a game)

Unity3D
http://unity3d.com/unity/download (Download Unity3D game engine and editing tools)
http://unity3d.com/learn/tutorials/projects/roll-a-ball (Create a 3D game)
http://unity3d.com/learn/tutorials/modules/beginner/2d/2d-overview (2D game fundamentals)
http://unity3d.com/learn/ (Documentation and more tutorials)

Phaser
http://phaser.io (Download Phaser codebase or fork via GitHub)
http://phaser.io/getting-started-js.php (Set up editor and web server or cloud account)
http://www.photonstorm.com/phaser/tutorial-making-your-first-phaser-game (Create a game)