Programming Project 5: Input Devices

Important Dates:
- **Design document and core mechanic prototype due Tue, Nov 4**
- **Demonstration to me on Tue, Nov 11 or Wed, Nov 12 (Please make an appointment with me.)**
- **Demonstration to the rest of the class and interested guests on Thu, Nov 13**

Objectives:
- Explore the use of different input devices.
- Think about the game mechanics afforded by different input devices.

What you need to do:
Design and implement a game that uses a particular input mechanic in an *innovative* way.

Don't do the obvious thing. Try to come with a way of using the input device in a new, unusual way.

Design document and core mechanic prototype:

- A detailed description of your game and how the input device is used to interact with it.
- A first prototype of the way in which the input device is used to interact with the game. No gameplay elements need to be there, yet. Just a demonstration of how the input device is going to be used. For example, if for your game you need to translate movements of the steering wheel into movements of a sprite on the screen, your prototype could be a balloon that you can move around the screen using the wheel.

Grading:

Grades will be based on the following criteria:

- Quality of your game design. (Is it thought through? Do explain it clearly?)
- Creativeness of your game design.
- Correctness of your code wrt. your design.
- Correctness of your code wrt. coding errors/inefficiencies.
- Organization and style of your code.
- Documentation of your code.