

CMPUT 299

Winter 2006

Lab Assignment 3

In this lab you will create a small module containing a small puzzle. Begin by opening the aurora toolkit and then create a new module with a single 4x4 area. All action must take place within this area. You can use any tile-set for this area.

Your area should be divided into two parts. The player should start on the first part of the area and 'escape' to the other part. The method of escape should not be immediately obvious. (e.g. you can't just open a door and walk there.) When the player reaches the other side of the area they should receive some acknowledgment that they have escaped successfully. [Another character congratulates them, they get XP and a message about escaping, they find a parchment with a message on it, etc]

Some ideas you might consider:

- A magical forcefield blocks the player from crossing to the other side.
- The player is in a jail cell.
- The player trapped behind rocks in a cave.
- The player finds a magic object to enable escape.
- The player performs a special action to escape.

Be creative and have fun. When you are done, check off your assignment with the TA. If you would like your module posted for other students to see, send a copy to c299@ugrad.cs.ualberta.ca.