

## Assignment 1

### Intro to Mult-Touch and Processing

You gotta write a simple game called “Bug Squish”- or “Pimple Pop”- I’ll leave the name up to your imagination. The game’s gotta be written in **Processing** ([www.processing.org](http://www.processing.org)) and must use the **TacTile** (Multi-Touch Table). The point of the exercise is to make sure you can actually write something for the TacTile in about 2 weeks.

Here are the simple rules of Bug Squish that you have to implement at a minimum. I encourage you to expand on these:

- 10 bugs moving around on the table randomly.
- You can squish them with your fingers. The game has to be able to detect multiple fingers so you can potentially squish multiple bugs at the same time.
- When all 10 bugs have been squished the game ends with some text that congratulates you.
- Every time you squish a bug there’s gotta be some kind of visual as well as audio feedback.

Lastly, you will need to make a video of your demo (Fraps is available on the TacTile) to enable you to do that.

So how’s this gonna be graded? Well there’s something more important than getting a grade, you gotta pick who’s going to be on your team for the final project, and this little game’s going to be the way you figure out who you want (or don’t want) on your team.

The way it’ll work is this: All of you are going to demo your bug game to the entire class by showing the videos you made. From these demos I will choose N team leads from what I think are the top implementations of the game. Then I’m going to let these team leads choose, in rotating order, who they want on their team. So if you do a great job, you’ll get picked early. If you suck, well, you know...