

# COSC 251 – Lab #6.5

## Fun Lab?

Purpose: Explore a relatively new tool.

Task: In two teams, you will develop a small “game” using the tools presented in the beta of MetaPlace, an online pseudo-MMO sandbox developed by Raph Koster and company. Other than knowing that the sandbox is (potentially) very powerful, I know very little about actually doing any implementation stuff using MetaPlace. I have already sent out beta invites to the two team captains and will randomly assign people to each team (even the TA).

This lab serves two purposes: one, it is a fun lab for the Friday before spring break, two, it allows you to play with a tool that we may be using in CS sometime in future semesters. This allows me to see how you guys interact with the tools provided by MetaPlace and for you to provide me feedback on how viable MetaPlace would be for classroom stuff.

Deliverable: Just show me your game.

Due: By the end of class today. No exceptions.