POLITEKNIK NEGERI LHOKSEUMAWE

JURUSAN TEKNOLOGI INFORMASI DAN KOMPUTER

TEKNOLOGI REKAYASA KOMPUTER JARINGAN

NET17234 — PRACTICE AUDITING IT INFRASTRUCTURES

DOSEN PENGAMPU: Muhammad Davi, S.Kom., M.Cs. 🧑‍🏫

Gedung Terpadu Jurusan Teknologi Informasi dan Komputer 🏛

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2022-2023 Genap 📅

Daftar Isi

1 — INTRODUCTION

1   Learning Objectives

3D game design, HUD and in-game UI, working with multiple scenes, physics, Unity scripting with C#, collision detection, using prefabs & 3D arts, sound and visual effects as well as 3D animation, humanoid character and animation rigging.

2   Notes and Constraints

> 🖌 **Note the following:**
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🖍 This assignment must be done individually.

🖍 Do not plagiarize.

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3   Required Software and Tools

- 🖥 **Operating system:** ⊞ Windows 10, 🐧 Linux, **or** 🍎 macOS
- ⟨/⟩ **IDE & Game Engine:** ◁Unity 2020.3 (LTS) & Visual Studio 2019 (Community Edition)
- 🌐 Web Browser: Google Chrome.
- 🗒 Markdown for writing documentation.
- git Distributed version control system.
- 🪣 Bitbucket: a web-based version control repository hosting service.
- 📖 Trello: a Web-based project management system.
- ⚡ A storage medium (a USB flash memory or any online free storage service such as GDrive or OneDrive) for storing and backing up your files.

4   Problem Statement

In this assignment, you are required to design and implement...

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5 Requirements

You must be heedful of the requirements stated in the following sections.

5.1 User Interfaces & Game Menu

Your HUD, main menu and in-game panels (or other UI controls) must be implemented using the Unity UI toolkit.

5.1.1 HUD

You must implement an in-game HUD that fulfills the following requirements:

- ❏ Requirement 1.
- ❏ Requirement 2.
- ❏ Requirement 3.
- ❏ Requirement 4.
- ❏ etc...

📘 **Additional Resources**:

- ➤ Resource 1.
- ➤ Resource 2.
- ➤ Resource 3.
- ➤ Resource 4.

5.1.2 Main Menu & Player Feedback

- ✶ Implement this...
- ✶ Implement this...
- ✶ And implement that...

5.2 Game Deployment

You are required to publish your game implementation to...

5.3 Game Implementation Requirements

Your game implementation must include the usage of:

- **a)** 3D scenes.
- **b)** This requirement.
- **c)** And that requirement.
- **d)** Scripting:
  - ▎Main character control, animation and movement
  - ▎Collision detection
- **e)** Animations: mainly for the main character.
- **f)** Different visual effects (VFX), etc...

6 Evaluation Criteria

Your assignment will be evaluated based on the following criteria:

Criteria	Mark
Game world design.	5%
Good programming and logging practices.	2%
Relevance and accuracy of the source code documentation as instructed.	3%
Correctness and functionality of the implementation.	60%
Compliance of the implementation with the stated requirements.	15%
Programming style, etc...	5%
Overall comprehension of the submitted source code.	10%
Total	**100%**

7 What to Submit

You must submit: 1) a PDF containing a list of references as instructed above; and 2) your Unity project.

❏ Remove the *Library, Temp and Builds folders* from your Unity project.
❏ Create a folder and place in it your references document and your Unity project.
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