

CMPSC 310
Artificial Intelligence
Fall 2018
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Lab 5
22 October, 2018
Due: 29 October by 2:30 pm
This is an individual lab.

Objectives

To continue exploration of the Unity game development platform and to practice program development in C#. The goal of the first part of the lab is to get comfortable using Unity platform and to develop a game following a Unity tutorial. During the second portion of the lab you will incorporate planning into the game development by extending the game you have created.

Reading Assignment

To learn more about Unity, please consult its documentation at <https://docs.unity3d.com/Manual/>. To review material on planning for the second part of the lab, please read Chapter 9 in the FCA online book we are using in this course. For details on C# language, you can utilize one of the resources listed below:

- <https://unity3d.com/learn/tutorials/topics/scripting/coding-unity-absolute-beginner>
- https://en.wikibooks.org/wiki/C_Sharp_Programming

Also, as you write your reflection, please refer to the relevant “GitHub Guides”, available at <https://guides.github.com/>, that explain how to use many of the features that GitHub provides.

Overall Goals and Structure

This laboratory assignment is divided into two parts. The stated deliverables for each part of the lab are to be submitted by the due date. This lab consists of three separate lab grades: one grade for the tasks outlined in first part of the lab, and two grades for the second part of the lab (for the specific implementation and for the overall game extension design, experimentation and analysis). The second part of the lab will be given on October 29.

During the first portion of the lab, you will get comfortable using Unity and build a game based on a Unity tutorial. This game will be used as a base for extension in part 2 of the lab.

Accepting the Assignment on GitHub

You should go into the #labs channel in our Slack team and find the announcement that provides a link for the lab assignment. Copy this link and paste it into your web browser. Now, you should

accept the laboratory assignment and see a repository created for you.

Unless you provide the instructor with documentation of the extenuating circumstances that you are facing, not accepting the assignment means that you automatically receive a failing grade for it.

Developing Unity Game

Follow the tutorial by Unity Technologies to develop a Survival Shooter game:

<https://unity3d.com/learn/tutorials/s/survival-shooter-tutorial>

Make sure your game is upgraded to work on Unity 2018.2 correctly.

Required Deliverables

This assignment invites you to submit electronic versions of the following deliverables through your lab repository.

1. A complete game implementation source code, stored in the `src/` directory, based on the provided tutorial in Unity.
2. `writing/gameModification.md` document that outlines the Game Modification Task Sheet with the following information:
 - What is the objective of the game?
 - What three things do you like about the game?
 - What three things did you not like about the game?
3. `writing/reflection.md` document that contains a paragraph outlining the steps you followed to ensure your game works with the recent version of Unity and describing any challenges you have encountered.
4. A screen shot of your game visualization incorporated into the `reflection.md` document.