Mid Term Test

Fall 2023

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| Course: | COMP-394 | | |
| Date: | **Tuesday, Oct. 17th, 2023** | Time: | **10:30 am – 12:20 pm** |

**Examining Instructor: ARBEN TAPIA**

* **The 50 marks on this exam count for 20% of overall course marks (as per syllabus).**
* There should be 2pages for the practical test (including this cover sheet).

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# MID TERM TEST - PRACTICAL

. Create a folder named **MidTermPractical\_COMP394\_401\_<FirstName\_LastName>** (Here and in the following, you substitute your First and Last Name for <FirstName\_LastName>). ***Save all the following work in subfolders of this folder.***

### Stories (10 pts) (Completed)

. (1 pts) Create a subfolder named **MyStories\_<FirstName\_LastName>.** In the following subtasks of this task you will be using Twine and you will save the Twine work in this subfolder.

. (3 pts) Create a story named **MyLinearStory\_<FirstName\_LastName>.** It should exhibit a linear behavior (at least 2-3 passages)

. (6 pts) Create a story named **MyNonlinearStory \_<FirstName\_LastName>**. It should exhibit a branching and folding behavior (at least 2 branching sub-passages per passage with at least 2 folds (passages where the branches fold).

# Using MakeHuman (15 pts) (Completed)

. (1 pts) Create a ***subfolder*** named MakeHuman\_**<FirstName\_LastName>**. Save all MakeHuman work in this subfolder.

. (14 pts) Use MakeHuman to ***create*** one ***character*** that is suitable for your Non-Linear Story created above. It could be any of man/ woman/ boy/ girl/ old man/ old woman. Name it **MyCharacter\_<FirstName\_LastName>.mhm** ***Add Game Rigging*** to it. ***Export*** the TPose in ***FBX*** format. ***Create a project*** in Unity and ***import*** your character there. Use the given Characters package to ***animate*** it (as in class). Make a short video playtesting it (10-15 sec).

### Tweak/Extend ApplePicker (25 pts) (Didn’t modify unity not enough time)

You are the lead designer at a game company that is interested in making a series of digital adaptations of the ApplePicker game. The producer has asked to see soon some ideas, so you think you’ll create two additional scene prototypes of the main Unity scene with minor changes in gameplay (adding/modifying any two of: apple spawning frequency, apple tree speed, frequency of direction change, number of baskets (max 5), number of apple types (golden, green, black-damages the basket/explodes) and or UI (feedback/sounds/polish etc).

A) Scenes:

* 1. First additional Scene - 8 pts (4 pts each); List two changes here:
     1. Apple Types – Different coloured apples give different points
     2. Add damage apples, to make the game harder
  2. Second additional Scene - 8 pts (4 pts each); List two changes here:
     1. Ability to add a different fruit to match the theme and UI
     2. Have the baskets that aren’t in use static at the bottom of the screen

B) Evaluate the playability according to your preferences/taste (a number; 1 - worst to 5 - best). Indicate the rationale with a sentence/paragraph each (9 pts, 3 pts each):

* 1. Original Scene: The original scene is playable cause it’s easy but it’s not very enjoyable. I would give this a 1.2/5.
  2. First Additional Scene: It’s playable but again it can be repetitive but at least you have more variation in this scene than the original. And it can get harder making it a 2.3/5
  3. Second Additional Scene: It’s playable but the elements I added are UI based, so it can be more pleasing to look at. Again, it still has that repetition, I would give it 2.4/5

**Zip the top folder MidTermPractical\_COMP394\_401\_<FirstName\_LastName>** **and submit to eCentennial (include this file filled appropriately and indicating in blue the completed portion(s).**

# MTT Total Points: 50