Assignment <1>– SPRING 2024

Course Title:	Game Development		Course Code:	CSC495	Credit	3(2,1)
Course Instructor/s:	Saira Aslam		Program Name:	BCS/BSE/BCE		
Due Date:	**11:55 pm 17th March 2024**		**Maximum Marks:**	**50**		

Important Instructions:

- Do your Assignment in new Unity Project
- **Submit 5 screenshots of your game, a 5 seconds video and cs scripts as in ONE DOC FILE and submit as your registration_number.doc , like FA21-BCS-00.doc**
- DO NOT COPY YOUR WORK FROM ANY SOURCE
- Submit your Assignment at Google Classroom Assignment 1 folder

Question   **Marks: 50**

CLO: <3>; Bloom Taxonomy Level: <Applying>

See the picture below and make following 3D game in Unity:

1- Make a unity scene where there are several roads with grassy sides or footpath, may be as shown above

2- The road map should be such that it shoes some specific area with 5-7 streets.
3- A school bus needs to run in that area and stop at bus-stops in different streets
4- Make few school children standing at the bus-stop as shown below (find 3d characters from unity asset store)

5- There should be several hurdles (in the form other cars) on each street and bus needs to save itself from the hurdles
6- The bus needs to be moved left, right, forward, backward through left, right, up and down arrow keys
7- Bus should have its own sound (audio) when its moving
8- The horn sound of the bus should be played when player press H key
9- Place proper relevant textures on all gameobejcts
10- Place colliders to make the game runs naturally. If there is any collision of the bus with another car or building, load gameover scene.
11- Make the game to play in continuous mode (i.e. a loop)
12- Whenever player press Space bar, the bus-stop should get empty and number of students loaded in the bus should increase.
13- Player (the bus driver) should collect at least 30 students to win the level. Student count should be shown on the game screen.
14- If the bus collides with any car, bus health (MAX 50) should decrease by 10, and when it reaches zero, load gameover scene.

Important note:

• Submit screenshots of your game, a 5 seconds video and cs scripts as yourReg#_filename.
• Copy all **screenshots**, **CS Scripts** and **video** in one Doc file and submit that file at google classroom Assignment_1 folder, as there is option to upload multiple files. **DO NOT UPLOAD ZIP FILE.**