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**COMSATS University Islamabad,**

**Lahore Campus **

**□ Lab MidTerm Exam □ Lab Terminal Examination – SP24**

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| Course Title: | Game Development | | | | Course Code: | CSC495 | Credit Hours: | 3(2,1) |
| Course Instructor/s: | Saira Aslam | | | | Program Name: | BSE | | |
| Semester: | 6th | Batch: | FA21-BSE | Section: | A/B | Date: | 02-04-2024 | |
| **Time:** | **1 hour 30 minutes** | | | | **Maximum Marks:** | | **50** | |
| **Important Instructions:**   * Download the provided ASSETS from google classroom * Paste screenshots (showing LabMid\_your registration number, like LabMid\_FA21-BSE-000) of your game and cs scripts separately in submission File provided, and upload it at google classroom. * Also upload a 10 seconds video of your gaming scene in PLAY mode separately * DO NOT COPY YOUR WORK FROM ANY SOURCE | | | | | | | | |

***Question No 1.* Marks: 7+5+8+5+5+10+10**

***CLO: <5>; Bloom Taxonomy Level: <****Apply****>***

Make a new Unity 3D project and do the following tasks:

1. Add a terrain in new scene with a grassy, muddy texture with low height mountains
2. Add Conifer trees as tree layer on the Terrain with density less than 20
3. Add the given 3D character in the scene, with all textures
4. Add the idle, walk and jump animation clips in the scene from google classroom
5. Make idle state the default state
6. When the player will click down W key, character must walk through animation and come back to idle after when the player releases the key.

**Make sure that character should stay on ground while walking i.e. it should not go down in the terrain or fly up while walking.**

1. When player clicks the J key, it should jump through animation and come back to idle after when the player releases the key .