CSCI 3827 – Project

Phase 2: Production!

Description:

Each group will design and develop a game. A good playable small game is better than a bad big game.

Objectives:

- Design your own game
- Create a playable version of your game using Unity

Requirements:

- Your game should be playable for about 5 minutes × number of members.
- You should build some of the models/assets yourself.
- You should be able to submit your game using Brightspace.

Due Dates:

Feb 8, Feb 15, Feb 22, Feb 29, Mar 7, Mar 14, and Mar 21

Hand in:

Please see the project description.