Project 02D – Final

FPS Game Complete

# Homework Description

You will build off of the previous mechanics by adding health systems to the player. You will also personalize your game by adding new, custom mechanics to make your game unique. Lastly, you will add Visual and Audio feedback to all of your new systems.

# Requirements

Complete the following Requirements:

1. **View the Class Concepts material** (if available) to understand the concepts covered in this homework assignment.
2. **High Score** - Revisit your “High Score” and tie it to a specific goal in your game
   1. Ex. Time elapsed, enemies defeated, etc.
   2. Make sure to remove it from the input keypress we used for testing
3. **Innovation** – Add new systems to make your game unique and your own! If you want to learn how to implement specific mechanics, this is your chance to do so
   1. **NOTE:** This should be the majority of your time spent this week
   2. Examples for Innovation, if it helps spark creativity:
      1. Minimap that shows level terrain, current location, important objects
      2. Ramping challenge – make the game get harder over time somehow (min spawn duration, speed, damage, etc.) This creates gameplay friction!
      3. Modifying time and/or gravity
      4. Vehicles, or other alternate control methods
      5. 3D world displays that add more game information (damage text, dialogue, item labels, objective tracker, 3D world markers)
      6. Procedural or randomized spawning systems that add to replayability
      7. Right Click ability that functions drastically differently from the primary ability
      8. AOE damage effects and/or physics objects that react and bounce around the screen
      9. Interesting enemy types, with more complex AI behavior
      10. Utilizing a score (zooming/view change, etc.)
      11. Recoil, weapon/melee animations
      12. Health pickups that give health and respawn periodically
      13. Temporary powerups that adjust player attributes
4. **Feedback for Innovation** – Add audio/visual feedback to any new systems you’ve added for Innovation
   1. Be detailed and thorough! If it’s important it should have audio/visual!
5. **Make a Commit and Push to your Remote Repo**
   1. Your public repo should show all of your code and implemented requirements
   2. Make the commit even if you don’t complete everything! It will allow me to give partial credit to what you have completed, if applicable
6. **Create a playthrough gameplay video** that showcases your mechanics
   1. **Capture Gameplay with in-game Audio**
   2. Roughly **30-60 seconds, .mp3**
   3. Video needs to be **under 100mb**, or points will be deducted
   4. **Showcase all gameplay Requirements and Innovation in the Playthrough**
      1. If it is not shown in the video, you may not receive credit

# Deliverables

Create a folder inside of the appropriate Turn-in folder with the following naming convention:  
**LastnameFirstName\_P##\_Final** (ex: ChandlerAdam\_P02\_Final)

In this folder you must include the following:

1. **.zip** that includes **Exe with all related build files** . Double/Triple check your .exe to make sure it runs before submitting your Build folder to box.com! *(…HW##.zip)*
2. **Gameplay Playthrough movie (with audio)** as a .mp4, with gameplay audio
   1. **> 15 fps, Not to exceed 100mb**
3. A **README file** in the top of the folder that contains the following:
   1. **Link to public Repository** on GitHub
   2. **Control Scheme** and any required information for playing your game
   3. **Innovation Added** – describe any mechanics you added for Innovation so that I can make sure to give you credit if it’s not obvious
   4. (optional) – project difficulties or anything else you’d like to communicate to me

**NOTE: If you turn in your Source files (your Unity Project folder) in any way, I will deduct points!**

* If you have questions about this, please ask

# Grading Rubric

**10% - Deliverables** – Executable runs when played, all deliverables turned in and named properly

**50% - Requirements** – All Assignment Requirements met

**15% - Innovation** – Project is unique and explored new ideas, concepts and mechanics

**15% - Feedback** – Proper audio and visual feedback that communicates game mechanics clearly

**10% - Clarity** – Well-organized, clear code – *note: if you do not provide your repo, you will get a 0% here*