
Assignment Breakdown

Recreate a single level from an NES game from start to finish, including power-ups, collectibles, UI, title, level select screen and audio. The levels must be approved and all depend on the assets that can be found online. A level length is usually 2000 pixels and up. The level should contain platforms, two types of enemies with very simple AI, the previously mentioned collectibles (1 minimum) and power-up (1 minimum) and one obstacle that can slow the player down (not an enemy)

Play through the chosen game and analyze the different components, movements, interactions and other pieces of the game. Write notes on all the different things part of the level that is being developed.

Animations and art assets are implemented throughout the level and screens:

- Screens
 - Title
 - Credits
- Character (Weapons, Character, Power Ups)
 - Sprite_Character
- Level Enemy
 - Sprite_Enemies
- Collectibles, Items and Power Ups
 - Sprite_Items
- Level and Level Animations
 - Level_X.png

All Sounds are implemented for each level and screen:

- Music/BGM(Audio_Music/)
 - Title BGM.mp3
 - Credits and Level music can be custom
- Sound Effects (Audio_SFX/)
 - List the sound effects the game will use, jumps, character being hurt, enemy death...etc. (.MP3 or .OGG)

Please email all necessary sprite sheets to complete the game listed above to dcaronzo@yorkvilleu.ca so I can approve the game.

VGP123A1 - Breakdown

Description	Due	Value
NES Game Unity Port – Part 1 <ul style="list-style-type: none"> • Character Controller <ul style="list-style-type: none"> ○ Animation ○ Movement ○ Collision • Collectibles <ul style="list-style-type: none"> ○ Animation ○ Collision • Level Collision <ul style="list-style-type: none"> ○ Progression 	Week 6 (Midnight before class)	20%
Filename <ul style="list-style-type: none"> • VGP123A1_Last_Firstname.ZIP 		

Mark Deductions:

- Naming Convention Not Followed (-4 Marks)
- Late Submission (3 Marks per day)
 - After 3 days a mark of 0 is given

VGP123A1 - Rubric

RUBRIC				
CRITERIA	1 POINT	2 POINTS	3 POINTS	4 POINTS
Asset Imported: Level	Imported with incorrect settings	Imported with correct settings	Imported and easy to add to scenes (Properly Split)	
Asset Imported: Sprite	Imported with incorrect settings	Imported with correct settings	Imported and easy to add to scenes (Properly Split)	
Character: Animation Creation	Animations are created but need work	Some animations created but not easy to work with	Some animations are created and easy to work with	All animations are created and easy to work with
Character: Movement	Implement but not functional	One-two character mechanics are implement	Three-four character mechanics are implement	All character mechanics are implemented
Character: Animator Controller	Implement but not functional	One-two character mechanics are animated	Three-four character mechanics are animated	All character mechanics are animated
Character: Collision	Implement but not functional	Character has a collider component		
Collectibles: Prefabs	Created but missing some collectibles	Created but missing components on collectibles	Created and not missing any components on collectibles	
Collectibles: Collision	Implemented but not functional	Some collectibles can be destroyed when character collides	Collectibles can be destroyed when character collides	
Collectibles: Collision	Implemented but not functional	Collectibles change animation or mechanic	Collectibles change animation and mechanic	
Level: Collision	Implement but not functional	Some of the level has colliders or triggers added	Most of the level has colliders or triggers added	All of the level has colliders or triggers added
Level: Progression	Implement but not functional	Some of the level can be played through but missing mechanics	All of the level can be played through but missing mechanics	All of the level can be played through properly (Ladders, camera movement)

VGP123A2 - Breakdown

Description	Due	Value
NES Game Unity Port – Part 2 <ul style="list-style-type: none"> • Enemies <ul style="list-style-type: none"> ○ Prefabs ○ Animation ○ Collision ○ Movement • Audio <ul style="list-style-type: none"> ○ Sound Effects ○ Music (Title/Menu, Stage Select, Game Start, Game, Stage Clear and Credits Screens) • UI <ul style="list-style-type: none"> ○ Dynamic HUD (Health, Inventory) ○ Screen (Title/Menu, Stage Select, Start Game, Game HUD and Credits) • Game Manager <ul style="list-style-type: none"> ○ Controls screen transitions ○ Handles character respawn 	Week 11 (End of class)	30%
Filename <ul style="list-style-type: none"> • VGP123A2_Last_Firstname.ZIP 		

Mark Deductions:

- Naming Convention Not Followed (-4 Marks)
- Late Submission (3 Marks per day)
 - After 3 days a mark of 0 is given

VGP123A2 - Rubric

ASSIGNMENT RUBRIC – PART 1				
	1 POINT	2 POINTS	3 POINTS	4 POINTS
Asset Importing: Enemies	Imported with incorrect settings	Imported with correct settings	Imported and easy to add to scenes	
Enemy: Prefab Creation	Created but missing some collectibles	Created but missing components	Created and not missing components	
Enemy: Animation Creation	Animations are created but need work	Move or attack animations created and implemented	Move and attack animations created and implemented	
Enemy: Movement	Implemented but not functional	Some enemies move properly	Most enemies move properly	All enemies move properly
Enemy: Collision	Implemented but not functional	Collides with character but no damage	Collides and damages character	
Enemy 2: Prefab Creation	Created but missing some collectibles	Created but missing components	Created and not missing components	
Enemy 2: Animation Creation	Animations are created but need work	Move or attack animations created and implemented	Move and attack animations created and implemented	
Enemy 2: Movement	Implemented but not functional	Some enemies move properly	Most enemies move properly	All enemies move properly
Enemy 2: Collision	Implemented but not functional	Collides with character but no damage	Collides and damages character	
Audio: Music	Less than two songs added and functional	Most songs added but missing a couple	All songs added and functional	
Audio: Sound Effects	Less than 25% of sound effects implemented and functional	25-50% of sound effects implemented and functional	51-90% of sound effects implemented and functional	All sound effects implemented and functional
UI Assets: Importing	Some UI assets are imported with incorrect settings	Some UI assets are imported with correct settings	All UI assets are imported with incorrect settings	All UI assets are imported with correct settings
UI: Health HUD	UI element created but needs work	Created and settings are correct but not functional	Created, settings are correct and is functional	
UI Creation: Title, Options* and Credits Screen	Created but needs work because settings not correct	Created and settings are correct		
UI Functionality: Title Screen	Implemented but not functional	Start button is functional		

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VGP123A2 – Rubric Continued

ASSIGNMENT RUBRIC – PART 2				
	1 POINT	2 POINTS	3 POINTS	4 POINTS
Game Manager: Screen Flow	Title screen can go to level	Level can go credits screen or stage select	Credits can go back to title	
Game Manager: Character Control	Implemented but not functional	Game manager creates player on start	Game manager handles continue or back to stage select for character	Game manager creates character on re-start
Organization	Poorly organized	Somewhat organized	Organized	