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**3D Game Programming: Project Requirements and Penalty Scheme**

There are three parts: A, B and C. Read carefully each part.

Your term project must include all the items in Part A and at least five items in Part B in order to get a passing grade. If your program includes more than the requirements stated in Part B, your group will receive bonus points. In part C, if some items are not properly carried out, your score will be deducted.

**Put a tick at the checkbox to indicate that the items are done.**

If you claim that certain items have been implemented, they should be performed or clearly shown properly during the game play.

**Part A: Required Items :**

* (1) At least one level per team member.
* (2) At least three (per team member) particle systems
* (3) At least three (per team member) sound effects
* (4) At least one (per team member) finite state machines
* (5) Attractive scene(s).
* (6) Collision detection and handling
* (7) GUI, for example, score, life bar, stamina, energy, etc.
* (8) Using quaternion, rotation
* (9) Shadows / fog
* (10) Camera motion
* (11) Game AI / match making
* Overall impression, self-evaluation ( good, average, poor )

Work Hours (1)\_\_\_\_\_\_\_\_\_\_ (2)\_\_\_\_\_\_\_\_\_\_ (3)\_\_\_\_\_\_\_\_\_\_\_

Remark: Good, average, poor

**Part B:**

* (1) Steering behaviors
* (2) Terrain
* (3) Dynamics
* (4) Modeling flexible objects
* (5) Your own scripting system(s)
* (6) Hierarchical structures for building a complex objects
* (7) Manually creation of meshes
* (8) Slerp
* (9) Solving ODE
* (10) Path Finding
* (11) Special effects :\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (description)
* (12) Using motion data, skeleton information or keyframes to model motion of some objects

Remark: Good, average, poor

**Part C Penalty:**

* (1) It is not a game. (-20%)
* (2) It is not in a 3D environment (-20%)
* (3) The integration of the components of the game is poorly done. (-10%)
* (4) Cannot run properly. The program crashes (-10%)
* (5) The character is difficult to control (-5%)
* (6) Only mouse control (-5%)
* (7) Only keyboard control (-5%)
* (8) Late submission (each day -30%)

Remark: poor, very poor, unacceptable