

Laboratory Exercise

Gameplay

Objectives:

At the end of the exercise, the students should be able to:

- Create a gameplay mode for microgames.

Requirements:

- Unity 3D

Procedures:

1. Create a new project using Unity Hub and select **FPS Microgame** or **Karting Microgame**.
2. Name your project as **<Surname_Firstname>** then click the Create button.
3. Create the following:
 - a) A gameplay that will consist of a set of rules to define the action that the players may make in the game;
 - b) A victory condition that corresponds to how the player should win; and
 - c) A loss condition to specify how the player loses the game

GRADING RUBRIC:

| Criteria | Performance Indicator | Points |
|----------------|--|--------|
| Gameplay | The game has a clear direction leading to the game objective | 30 |
| Game Condition | Rules and conditions were applied to the gameplay. | 20 |
| Total | | 50 |