

PROJECT DESCRIPTION

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 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
 - Pause
- 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, Level, Pause and Credits
- Sound Effects (Audio_SFX/)
 - List the sound effects the game will use, jumps, character being hurt, enemy death...etc. (.MP3 or .OGG)

MARK DEDUCTIONS

- Naming convention not followed (-10%)
- Late submission (-20% per day)
 - Anything submitted after three days will not be accepted or graded.

GAME154P1 - Breakdown

Description	Due Date	Value
<p>NES Game Unity Port – Part 1</p> <ul style="list-style-type: none"> • Character Controller <ul style="list-style-type: none"> ○ Animation <ul style="list-style-type: none"> ▪ Idle, Walk/Run, Attack, Jump, Power-up, Death, Collision ○ Mechanics <ul style="list-style-type: none"> ▪ Movement, attacking, jumping, powering up, death, being hit ○ Collision <ul style="list-style-type: none"> ▪ Level, collectibles • Collectibles <ul style="list-style-type: none"> ○ Animation ○ Collision • Level Collision <ul style="list-style-type: none"> ○ Progression 	Week 7	15%
<p>Filename:</p> <ul style="list-style-type: none"> • GAME154P1_Last_Firstname.ZIP 		
<p>Submission:</p> <ul style="list-style-type: none"> • Blackboard 		

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GAME154P1 - Rubric

PROJECT RUBRIC				
CRITERIA	1 POINT	2 POINTS	3 POINTS	4 POINTS
Asset Imported: Level	Imported but with incorrect settings	Imported with correct settings	Assets split and properly named	
Asset Imported: Sprite	Imported but with incorrect settings	Imported with correct settings	Assets split and properly named	
Character: Animation Creation	Animations are created but need work	One to two animations created	Four to six animations created	All animations are created and easy to work with
Character: Movement	Implement but not functional	One to two mechanics implemented	Three to five mechanics implemented	All character mechanics implemented
Character: Animator Controller	Implement but not functional	One-two character mechanics animated	Three-five character mechanics animated	All character mechanics animated
Character: Creation	Implement but not functional	Character has missing components	Proper components added to Character	
Collectibles: Prefabs	Created but missing some components	Created and not missing any components on both collectibles		
Collectible: Collision	Implemented but not functional	Collectible can be destroyed when character collides		
Collectible: Collision	Implemented but not functional	Collectible collision changes animation or mechanic	Collectible collision changes animation and mechanic	
Power-up: Collision	Implemented but not functional	Power-up can be destroyed when character collides		
Power-up: Collision	Implemented but not functional	Power-up collision changes animation or mechanic	Power-up collision changes animation and mechanic	
Level: Collision	Implement but not functional	Very little level colliders or triggers added	Most of the level has colliders or triggers	Whole level has colliders or triggers added
Level: Progression	Implement but not functional	Very little of the level can be played but missing mechanics	Whole level can be played but missing mechanics	Whole level can be played properly

GAME154P2 - Breakdown

Description	Due Date	Value
<p>NES Game Unity Port – Part 2</p> <ul style="list-style-type: none"> • Enemies <ul style="list-style-type: none"> ○ Prefabs ○ Animation <ul style="list-style-type: none"> ▪ Walking, attacking, death ○ Mechanics <ul style="list-style-type: none"> ▪ AI for movement, attacking, death ○ Collision <ul style="list-style-type: none"> ▪ Can hurt or kill player, can be killed by projectile or player, can be killed by level interaction (if any) • Audio <ul style="list-style-type: none"> ○ Sound Effects (Jumping, shooting, death, being hurt, firing projectiles...etc) ○ Music (Title, Level, Stage Clear, Credits and Pause) • Game Manager <ul style="list-style-type: none"> ○ Screen Transitions ○ Character Respawn 	Week 13	25%
<p>Filename:</p> <ul style="list-style-type: none"> • GAME154P2_Last_Firstname.ZIP 		
<p>Submission:</p> <ul style="list-style-type: none"> • Blackboard 		

MARK DEDUCTIONS

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- Late submission (-20% per day)
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**GAME154P2 - Rubric**

PROJECT RUBRIC – Part 1				
CRITERIA	1 POINT	2 POINTS	3 POINTS	4 POINTS
Asset Importing: Enemies	Imported with incorrect settings	Imported with correct settings	Assets split and properly named	
Enemy 1: Prefab Creation	Created but missing components	Created and not missing any components		
Enemy 1: Animation Creation	Animations are created but need work	Move or attack animations created and implemented	Move and attack animations created and implemented	
Enemy 1: Mechanic	Implemented but not functional	One mechanic implemented	Two mechanics implemented	All mechanics implemented
Enemy 1: Collision	Implemented but not functional	Collides with character but no damage	Collides and damages character	
Enemy 2: Prefab Creation	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: Mechanic	Implemented but not functional	One mechanic implemented	Two mechanics implemented	All mechanics implemented
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	Two to three songs added and functional	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

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**GAME154P2 - Rubric**

PROJECT RUBRIC – Part 2				
CRITERIA	1 POINT	2 POINTS	3 POINTS	4 POINTS
UI Assets: Importing	UI assets are imported with incorrect settings	Some UI assets are imported with correct 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		
Game Manager: Screen Flow	Title screen can start game	Level can go credits screen or game over	Credits and game over can go back to title	
Game Manager: Character Control	Implemented but not functional	Game manager creates player on start	Game manage handles continue or back to stage select for character	Game manager creates character on re-start
Organization	Poorly organized	Somewhat organized	Organized	