CST 326 – Game Development

Project 2 - Platformer (Part 2)

California State University Monterey Bay

Objective:

This week we are going to introducing a 3D model for our character into the scene and start animating it. Additionally, we are will leverage our level parser we made in the first part of the project to make our own custom level.

SUBMISSION: FORMAT AND RULES

(Part 1) You have until Sunday, 11:59:30 PM to upload your solution for Project 2b. “Uploading” consists of sending the URL for your Git repository (if it’s public you don’t have to add me).

(Part 2) Upload the link from your screen captured video (should be an ‘unlisted’ video in YouTube in your profile) with you explaining your code (should be <5 minutes).

The total value of this activity: 40 bonus points

Implement the following in your game:

(10 Points) Level Parser

* (+ 3 points) Add a prefab that can be parsed (e.g. water) that the player will have to avoid
* (+ 3 points) Add a prefab that can be parsed for the ‘goal’ where the player will be able to finish the level.
* (+4 points) Construct a new custom level

(10 Points) Animation

* Create an animator that will be able to move the player around the level
  + Map the following inputs that will alter the animator state machine:
    - Left, Right arrows (movement)
    - Shift (turbo)
    - Space Bar (jump)

(10 Points) GUI - Keeping track of points, coins, time left in the level

* Give the player 100 seconds to clear the level, if they don’t then write either to the Debug.Log that the player failed or show a message on the screen that the player failed
* Give the player 100 points for every brick that is destroyed (destroyed by the 3D model jumping into the brick)
* Give the player 100 points and credit for 1 coin for every coin collected

(10 Points) Talking Through your project

* Talk about your project, point by point in the formats discussed in class