**Hong Kong Institute of Vocational Education (Lee Wai Lee)**

**Department of Information Technology**

**MET4370 Interactive Media and Games**

**EA - Project (50%): Interactive Gameplay**

In this project, students experiment on designing and developing a 3D interactive gameplay.

**Group work**

This is a group project with maximum 4 students.

**Focus:**

* Implement interactive gameplay.
* The experience of the player.

**Suggestion:**

* You can re-use the environment scene from the assignment.

**Requirement:**

1. Report of your game
   * Title
   * Genre
   * Target Audience
   * Game Objective(s)
   * Story of the Game
   * Game Rules
   * Scene and User Interface Design
   * Assets List (Models, Materials, Textures, Animations, Audio files)

(Please mark clearly if it’s your creation or from the Internet)

1. Game Product
   * Unity Project files
   * Executable game files
   * 1 gameplay scene, 1 game end scene and 1 credit scene should be included
2. Presentation and Gameplay Demo
   * A 3–5-minute video of your Gameplay Demo

**Marking Criteria:**

|  |  |
| --- | --- |
| Game Design Document | 20% |
| * + Title   + Genre   + Target Audience   + Game Objective(s)   + Story of the Game   + Game Rules   + Scene and User Interface Design   (With screen captures)   * + Assets List   (With screen captures and reference)   * + Report format | 1  1  1  1  2  2  5  5  2 |
| Game Product | 70% |
| * + Creativity and Attractiveness   + Game Scene   (Nice and Complete, Fit the story)   * + Game Play   (Level of interactivity, good user experience)   * + Multimedia Elements   (Animations, Effects, Sounds)   * + Game End Scene   + Credit Scene   + Executable File   (Playable, no major bug)   * + Project Files   (Coding style, file/object names, file/hierarchy organization) | 10%  10%  10%  10%  5%  5%  10%  10% |
| Presentation and Gameplay Demo | 10% |
| **Total** | **100%** |

**Submission**

* Game Design Document (WORD or PDF format)
* Zip the following 2 items into a single file
  + Unity Project Folder
  + Unity Built Folder
* Zip the video file
  + Gameplay Demo Video (1280x720, h.264, mp4)
* Upload the 2 zip files and Game Design Document to the Moodle in the correct submission
* Deadline: **The day of the 13th lab of the module.**

**No mark will be given to late submission.**