Faculty of Information Technology

	SUBJECT NAME: Game Design Platform **SUBJECT CODE: GDP522**	
I declare that I am familiar with, and will abide to the Examination rules of CTU ‾‾‾‾‾‾J.v.B‾‾‾‾‾‾ **Signature**	**Formative Assessment 3**	**Examiner**: **Moderator:**

Student number								
2	0	2	3	0	1	3	1	

Surname: van Baalen	**Initials**: J		
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Contents

Questions

1.Game Concept (10 marks)

- Write a brief description (150-200 words) of your game concept. Include the objective of the game and any unique features or mechanics.

2. Game Environment (20 marks)

- Create a 3D environment for your game using Unity. It should include terrain, obstacles, and a clear starting and ending point.
- Use appropriate textures, materials, and lighting to make the environment visually appealing.

3. Player Character (15 marks)

- Design and implement a player character (e.g., a spaceship, a character model) that can move through the environment.
- Implement player controls, such as movement, jumping, and camera controls.
- Ensure smooth and responsive player movement.

4. Obstacles and Challenges (20 marks)

- Create a variety of obstacles and challenges that the player must overcome. These could include moving platforms, traps, or enemy AI.
- Implement collision detection and appropriate game mechanics for interacting with obstacles.
- Ensure that the obstacles are challenging but not unfairly difficult.

5. Gameplay Mechanics (15 marks)

- Implement game mechanics, such as scoring, lives, and a win/lose condition.
- Create a scoring system that rewards the player for completing the challenge or collecting items.
- Implement a game over screen and a way to restart the game.

6. Visual and Audio Effects (10 marks)

- Add visual effects (e.g., particle effects) to enhance the game's visual appeal.
- Include background music and sound effects to make the game more immersive.
- Ensure that audio and visual elements are well-integrated with the gameplay.

7. Documentation and Presentation (10 marks)

- Prepare a README file that includes instructions on how to play the game.
- Create a short video (1-2 minutes) demonstrating the gameplay and features of your game.

Answers

1.Game Concept (10 marks)

"A robbers escape" thrusts players into a high-stakes world of thievery, challenging them to navigate a treacherous obstacle course to make a clean getaway. The game unfolds as a dynamic heist adventure where the protagonist, a master thief, faces an array of daunting challenges in their quest to reach the elusive finish line.

The obstacle course is a symphony of chaos, featuring swinging balls that demand impeccable timing, disappearing platforms that test spatial awareness, and rotating gates that require precision and quick reflexes. Movable objects add an element of strategy, enabling players to manipulate their environment to their advantage. The heart-pounding race includes a wall capable of knocking the player off a platform, adding an extra layer of danger.

Swaying floors with strategically placed windows create an illusionary challenge, while the presence of glass walls ups the ante. The game unfolds on a vibrant landscape where the player begins on a verdant platform, and success hinges on traversing the perilous path to the red finish line.

" A robbers escape " offers a thrilling combination of strategic thinking and dexterous manoeuvring, immersing players in an exhilarating experience where each obstacle conquered brings them one step closer to the ultimate heist triumph. As the tension rises and the obstacles become increasingly intricate, "Escape Odyssey" transforms the heist narrative into an electrifying maze of challenges and triumphs.

2. Game Environment (20 marks), 3.Player Character (15 marks), 4. Obstacles and Challenges (20 marks), 5. Gameplay Mechanics (15 marks), 6. Visual and Audio Effects (10 marks)
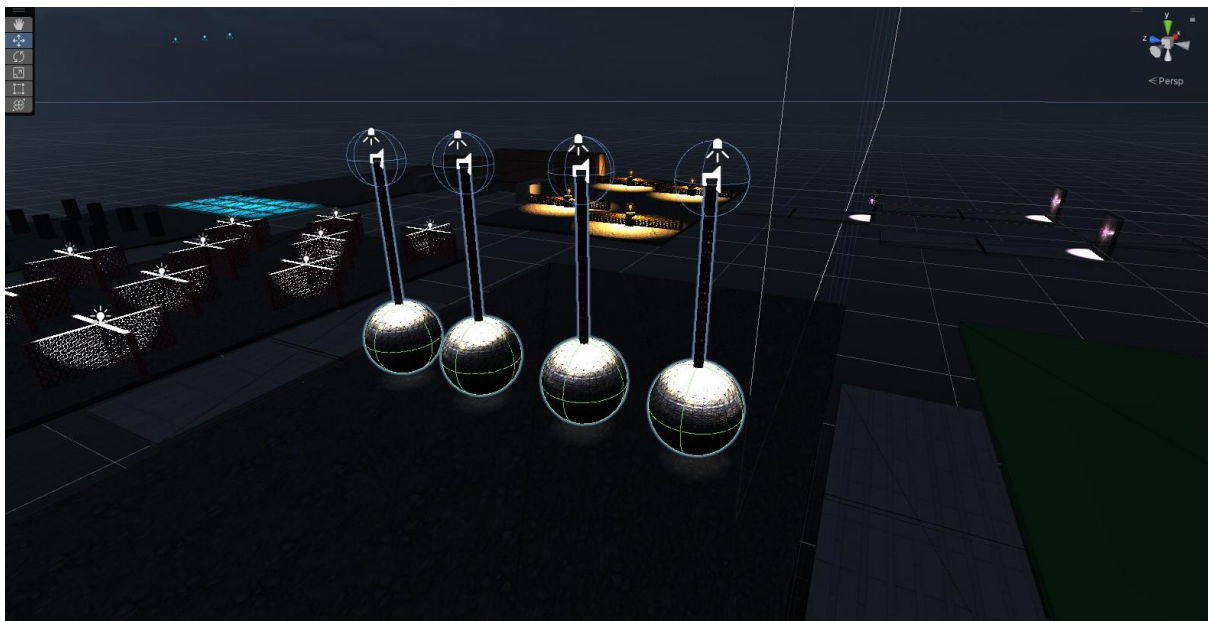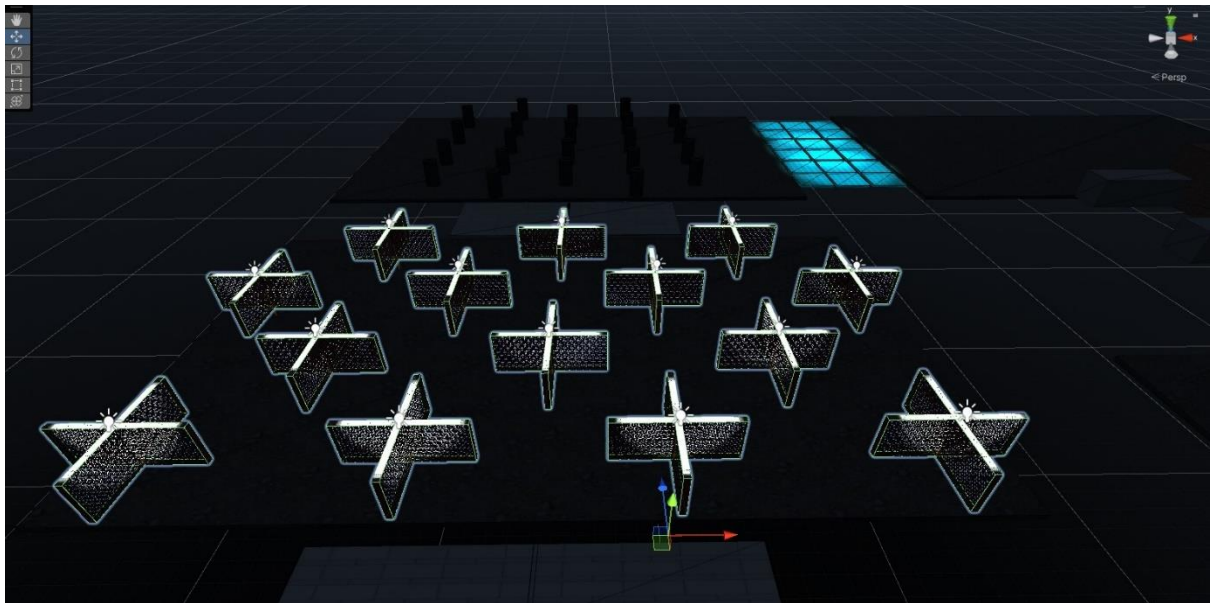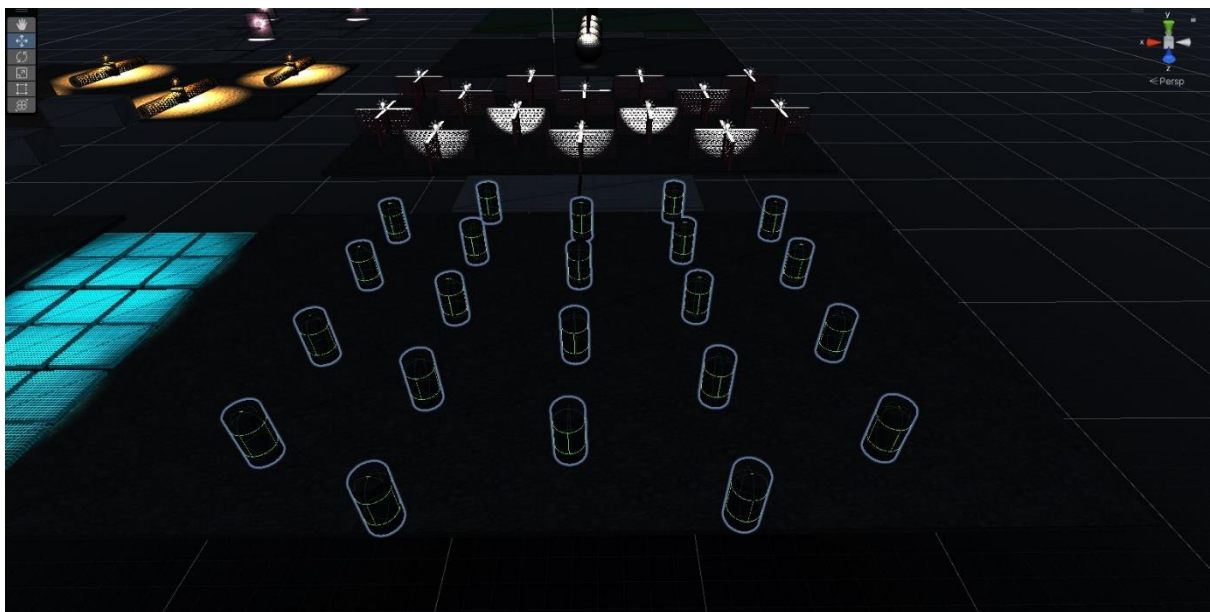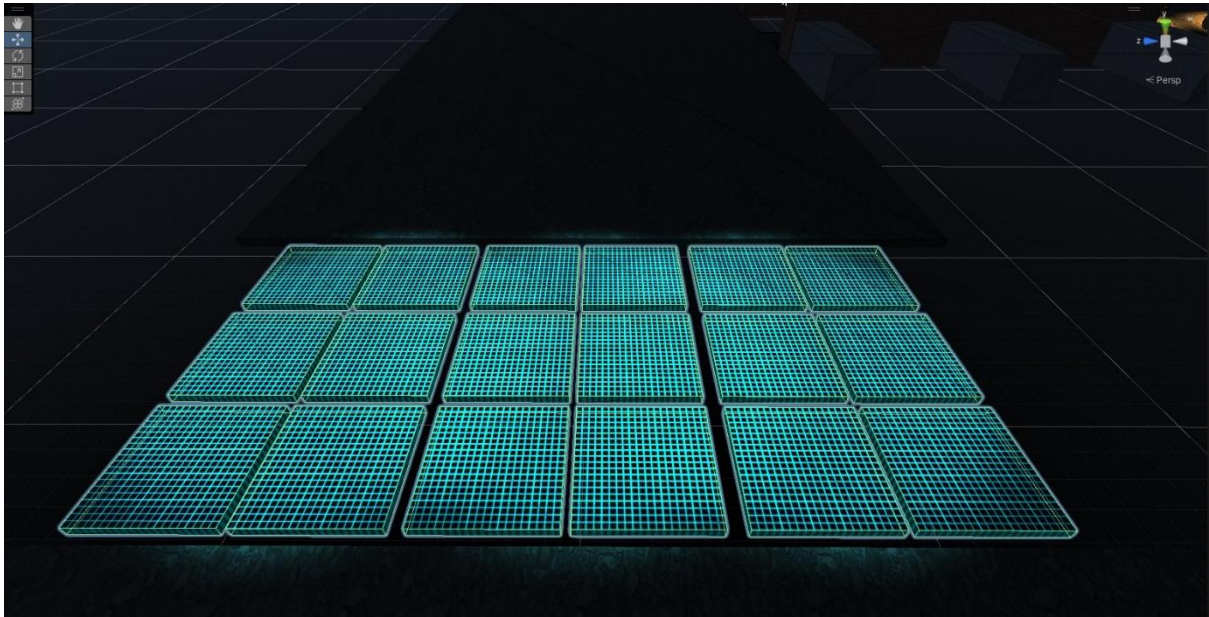
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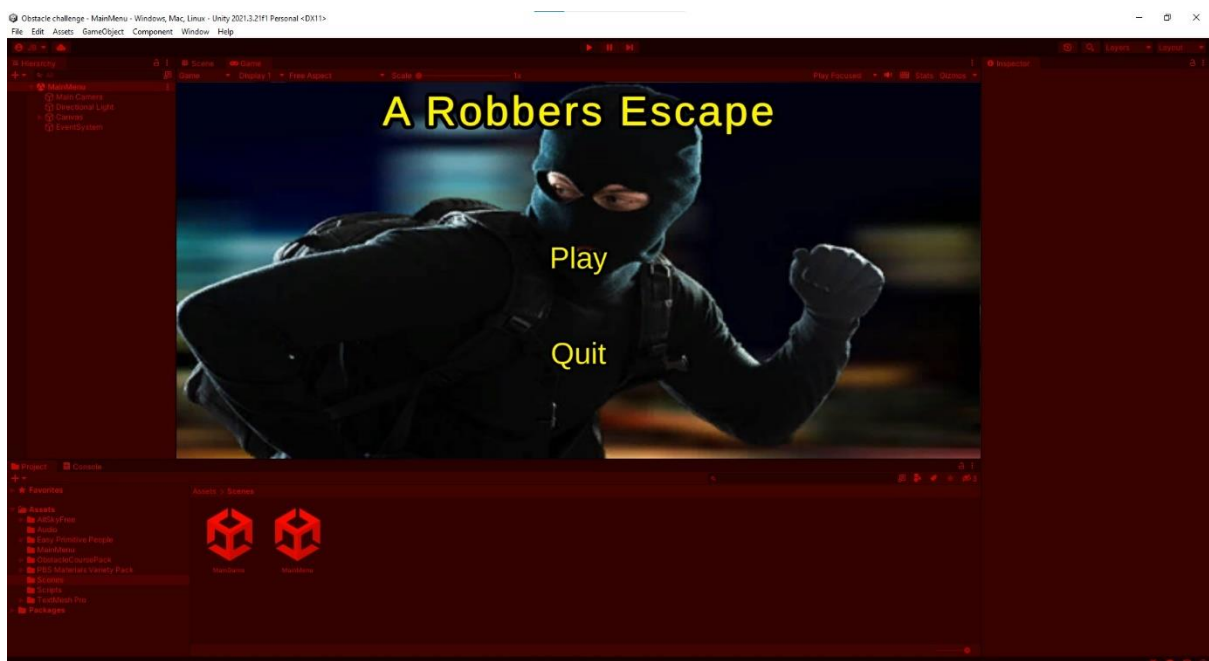
Start Line
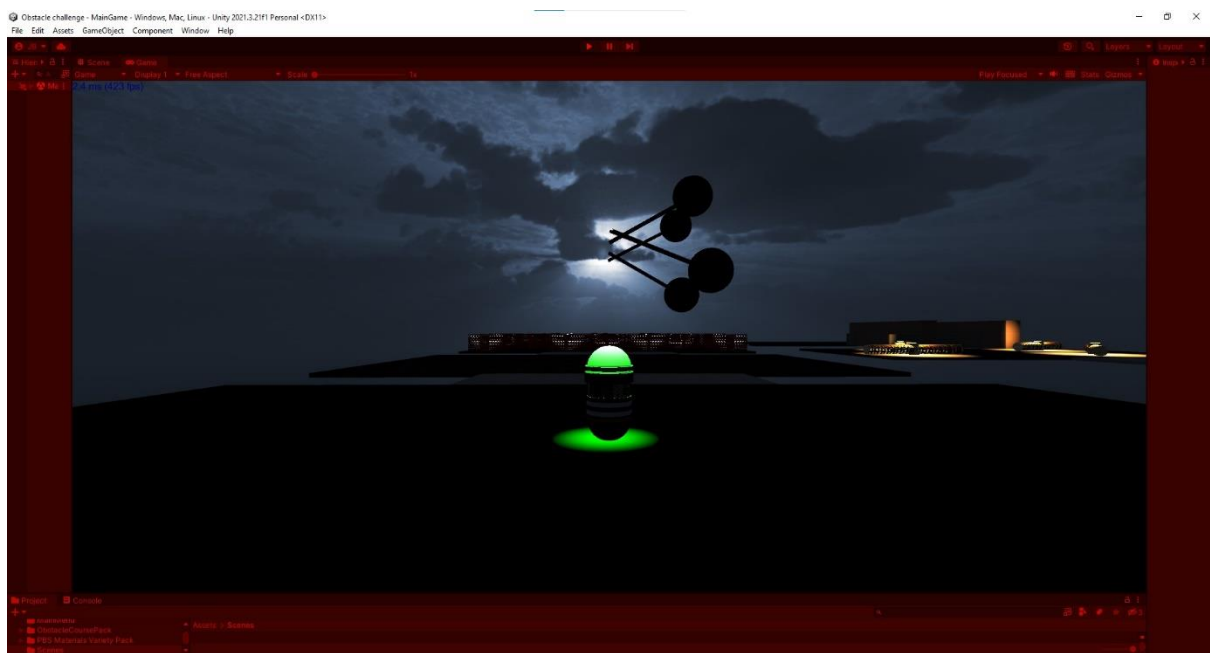
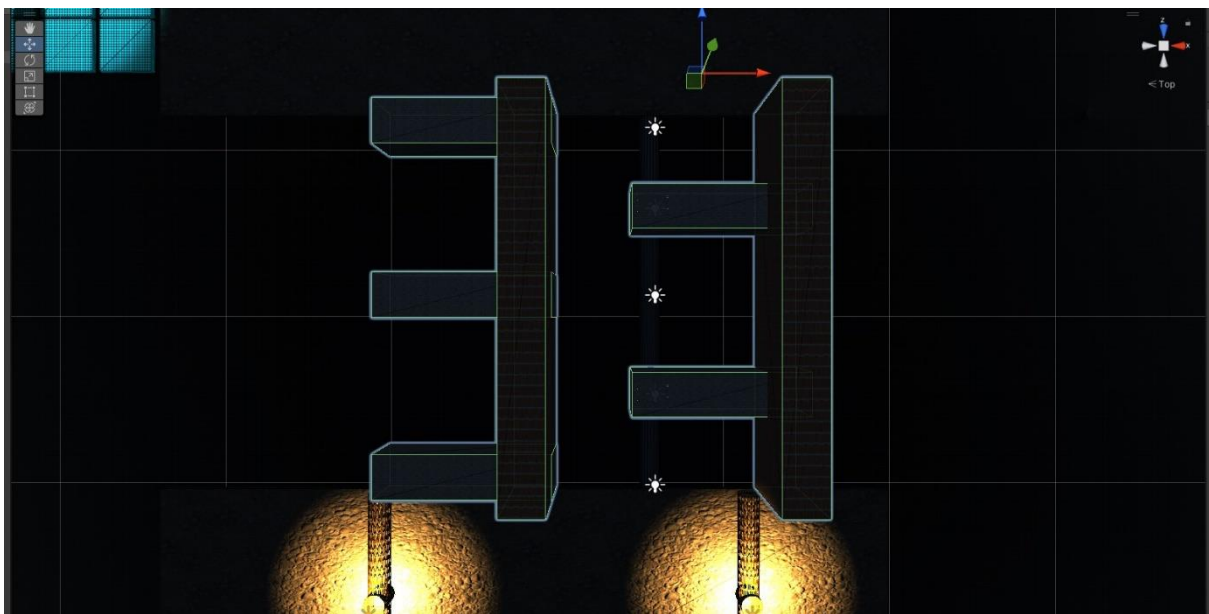# Swinging balls

Rotating gates

Moving Objects

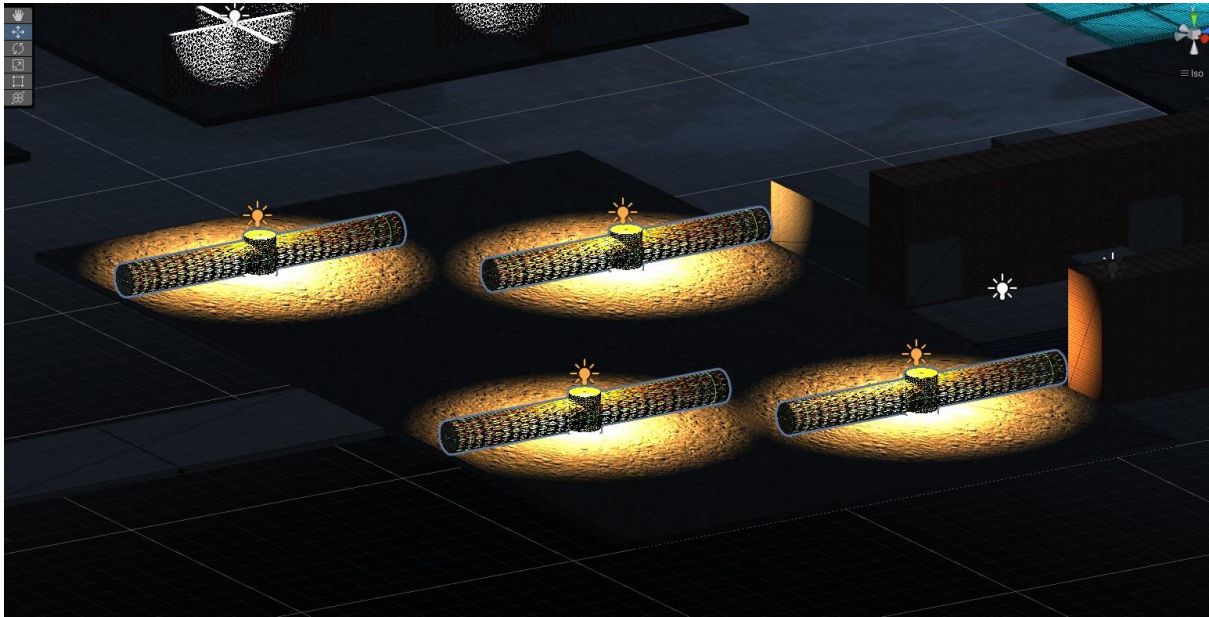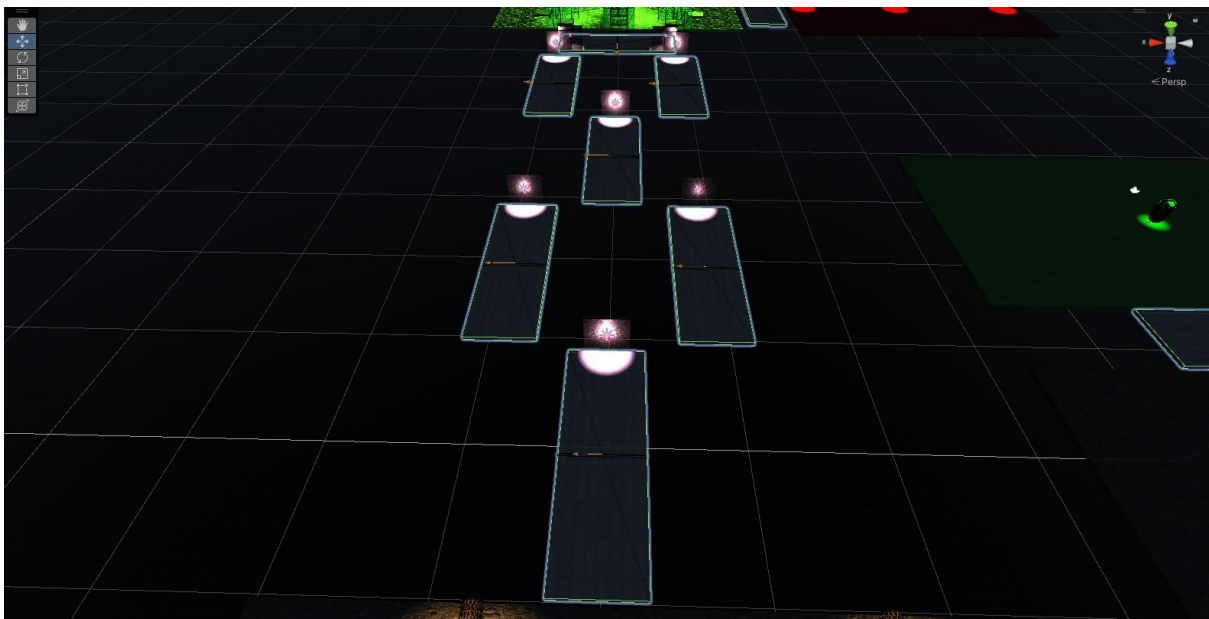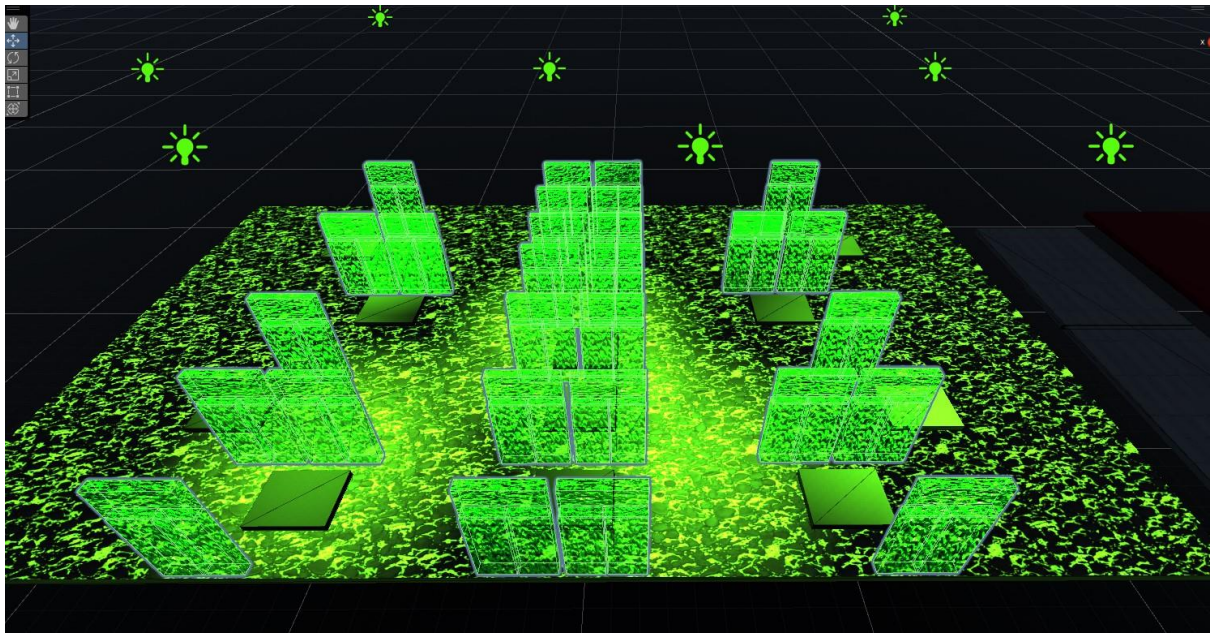## Disappearing Floors
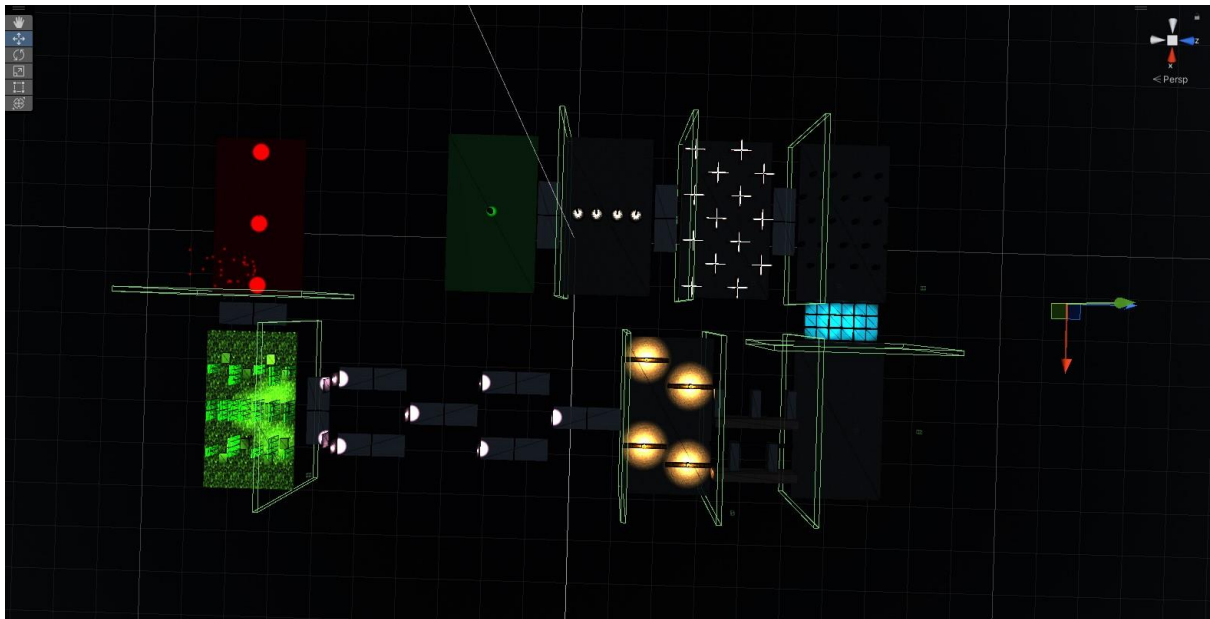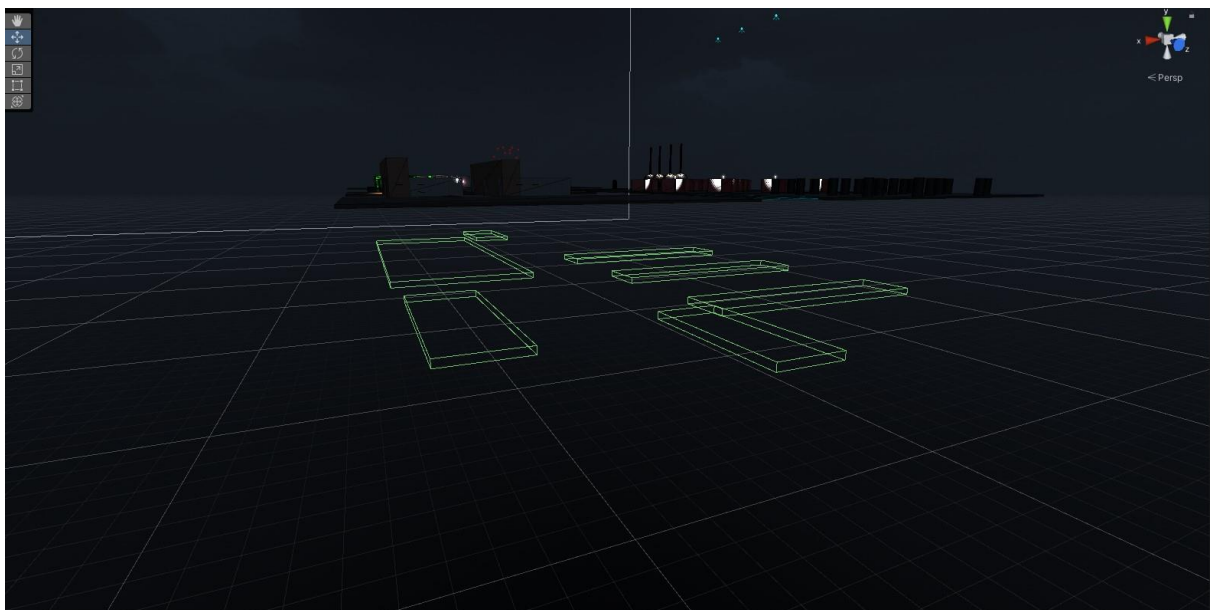

Wall knockers

Rotating Tubes

Swaying Floors

Glass Walls

Finish Line

All the Checkpoints

All the Death zones

All the lights in the Game

Completed Declaration of Authenticity

I   Jason van Baalen   _ hereby

(FULL NAME)

declare that the contents of this assignment is entirely my own work

Signature: J.v.B.   Date: _____02/10/2023_____