

# Assets for Game Developers

## Final Project

**Grade Weigh: 35%**

**Due date: Dec. 12 in class**

In this project, you are requested to create the following asset that will be used in a game:

1. A castle with four towers located in each corner. There is a logo attached on top of the main entrance gate of this castle. You may use the castle you built in earlier labs as the starting point.
2. One flag on top of each tower. The flags must be waving at all times. The logo of the flag is up to you.
3. A water fountain in the middle of the garden.
4. Smoke is rising from one of the towers of this castle.
5. The logo for the flag and the gate must be different and both built by Inkscape.
6. To demonstrate your asset, import and use it in Unity.

### Notes:

- Your castle must be textured.
- The logo for castle and the flag must be different and both built by yourself using Inkscape.
- Completing the elements required for this project does not necessarily achieve a 100% grade for this project. The grade is assigned based on the quality of work on each element.

### To Submit:

- Demonstrate in class on the due date
- Submit all your files through blackboard
- You **MUST** perform the above mentioned items for submission. Failing to do so, will be considered a zero grade for your project.