

Advanced Unity Game Project

In groups of 2 persons, create a game in Unity with the following constraints:

- Must contain procedurally generated geometry
- Must contain agent-based AI
- Must contain automatic camera control
- Must be winnable
 - both by overcoming one or more gripping challenges (grip*: repeatedly failing challenges with high risk and high reward)
 - and also by grinding (grind*: repeated actions with low risk and low reward)
- Must be for the target platform Windows PC

Deadline

Hand-in deadline for the game is Wed., Oct. 21 @ 18:00.

E-mail the final game (Windows build + Unity project) to:

To: martin@create.aau.dk

CC: tho@filmskolen.dk; kpl@filmskolen.dk

Avoid sending large files, instead put your game and project in dropbox (or similar) and send a public link.

Presentation

You must also prepare a 10-15 minutes presentation, including a walkthrough of the gameplay, a technical overview of how you created the game and how the criteria have been met. I will give feedback after each presentation.

*For the concept of grip & grind in video games, see:

http://www.gamasutra.com/view/feature/6555/what_is_a_game_an_excerpt_from.php?print=1