

WHAT

You will implement a game based on Worms (3D).

You don't have to focus on the art aspect, so feel free to use regular primitives for levels.

Alternatively you can use ProBuilder or any assets you have from the asset store.

[Free prototyping pack](#)

Some things to keep in mind:

Work on one system at a time, try to decouple the code to make it easier for you.

Think about the player experience.

HOW

TO PASS THE COURSE (G) all G level features need to be implemented.

TO PASS WITH DISTINCTION (VG) you need to implement a few extra features (also see extra criteria under the subject line *Examination*).

To get VG do one of the following alternatives:

1. **Option 1:** Implement 3 small VG level features
2. **Option 2:** Implement 1 small VG level feature and 1 medium VG level feature
3. **Option 3:** Implement 1 large VG level feature.

GENERAL

- (G) Only play scene is required
- (VG, small) Add main menu (start) scene and game over scene
- (VG, medium) Implement Pause menu and settings menu
- Turn based game
 - (G) You can have two players using the same input device taking turns
 - (VG, large) Support up to 4 players (using the same input device taking turns)
 - (VG, large) Implement a simple AI opponent.
- Terrain
 - (G) Basic Unity terrain or primitives will suffice for a level
 - (VG, large) Make the terrain have at least 3 dynamic elements (moving platforms, trampolines, etc)
- Player
 - (G) A player only controls one worm
 - (G) Has hit points
 - (G) Implement a custom character controller supporting movement and jumping
 - (VG, small) A worm can only move a certain range
 - (VG, medium) A player controls multiple worms

- Camera
 - (G) Focus camera on active player
 - (VG, small) Camera movement
- Weapon
 - (G) Each worm can use a weapon to fire at the other worms
 - (VG, small) the weapon can have ammo and needs to reload
 - (VG, medium) Pickups
 - Spawning randomly on the map during the play session
 - Gives something to the player picking it up, I.E health, extra ammo, armour etc
- Miscellaneous
 - (VG, medium) Battle royal, danger zones that move around on the map after a set amount of time
 - (VG, medium) High score that is persistent across game sessions

SUBMISSION

Submit a link to a public GIT repository containing the entire project.

Submit a text document explaining what features you have added and what grade you are aiming for.

EXAMINATION

Besides the different features needed to pass or pass with distinction the following criteria must also be met.

- The code must be free from compile time errors.
- The code and assets must be somewhat well structured and follow a good convention.