Final Game Project Instructions: Unity & Blender

Overview:

For your final game project, you will be creating a complete game experience using Unity for the game engine and Blender for 3D model creation. The project will require you to develop key elements like characters, enemies, and natural environments (like trees, rocks, terrain) from scratch. Other assets (such as textures, sounds, houses, furniture, UI) can be sourced externally.

Game Type Choices:

- Top-Down RPG: Focus on exploration, story, and turn-based or real-time combat.
- First-Person Shooter (FPS): Engage in action-packed combat, explore environments, and defeat enemies.
- Survival Game: Manage resources, survive environmental hazards, and fend off threats.
- Adventure/Exploration Game: Emphasize storytelling, exploration, and interaction with game world objects.

Key Requirements:

1. Game Description:

- Write a brief overview of your game's plot, theme, and setting.
- Define the core gameplay loop: what will players do, and what is the primary challenge?
- Outline the main character's objectives and any enemy types.

2. 3D Modeling in Blender and Nature Creation with Unity:

- Characters: Design and model the main character(s) from scratch.
- Enemies: Model the enemies that will interact with the player.
- Nature Assets: Build nature elements like trees, rocks, terrains, and other environmental objects.
- Animation: Create simple animations (walking, jumping, attacking) for both characters and enemies.

3. Unity Setup:

- Import your Blender models and animations into Unity.
- Use Unity's physics system to create interactions between characters and the environment (e.g., collision, movement).
- Set up game scenes, lighting, and cameras.
- Integrate audio and visual effects.

4. Gameplay Recording:

- Record at least 3-5 minutes of in-game footage showcasing key gameplay elements, including combat, exploration, and interactions.
- Other recorded or live presentation of narrative or commentary explaining game mechanics and features.

5. External Assets:

- You may use pre-made assets (like sound effects, music, houses, furniture, or UI elements) from trusted sources (such as the Unity Asset Store).
- Be sure to credit the sources of any external assets used.

6. Documentation:

Submit a project document that includes:

- Game Description: Overview, plot, and gameplay loop.
- Development Process: Outline the steps taken to create the game, any challenges faced, and how you solved them.
- Assets List: A list of all the models, textures, sounds, and other resources used in the game.
- Gameplay Video: Embedded or linked to your recorded gameplay.

Final Submission Checklist:

- *Game is fully functional and playable in Unity.*
- *Character, enemy, and nature models created from scratch in Blender.*
- *Recorded gameplay video (3-5 minutes).*
- *Presentation of game mechanics and features.*
- *Documentation (Game Description, Development Process, Assets List).*
- *External assets properly credited.*

Good luck, and remember to focus on creativity, polish, and fun gameplay!

RUBRICS

Category	Criteria	Points
Game Concept & Design	Clear concept and creativity	20
3D Modeling (Blender)	Character, enemy, and nature models	26
Animation	Basic character/enemy animations	4
Unity Implementation	Mechanics, interaction, and scenes	25
Assets & Sound	Use of external assets and audio	10
Gameplay Video	Quality and explanation	10
Documentation	Description, process, and credits	15
Polish & Playability	Visuals and bug-free experience	10
	Total	**100**