

Roadmap for the Preparation of the Project

It is time to prepare your project

1. The project should be prepared by a team of at least 2 and at most 3 people.
 2. The project proposal should be approved by the Professors.
 3. The project consists of a Unity project.
 4. Add a text file with an abstract for your Game (max 876 words) and listing all the assets you are using and their origin.
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What must be included and highlighted in the project (plus some possible extras)

1. A general idea of the Game objectives and logic that define all the choices you take (maybe through a tutorial).
 2. Consistent visual style among the choices of pre-made assets.
 3. Shaders to characterize the visual appearance of some GameObjects.
 4. At least one animation controller interacting with the game logic written by you.
 5. At least one AI agent controlled via NavMesh.
 6. Colliders for every in-game interaction between GameObjects.
 7. The full game logic must be handled by scripts written by you.
 8. Game Menù at the start of the game and during pause, if the game can be paused.
 9. Curating visual appearance via lights and camera.
 10. Curating the audio compartment (you can just use any .wav files, do not limit yourself to the asset store).
 11. Extra: VFXs for both artistic effects and game logic.
 12. Extra: Save information of the game state (e.g. leaderboard or level progress) and make them available to be loaded and restarted from the saved state.
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What about the presentation?

1. You will have 8 minutes for the presentation of your project.

2. You can present a maximum of 5 slides, plus show a brief demo of your Game.
 3. Focus on the points listed above to highlight them (even the extra points, if any).
 4. For every student in the team, be prepared for at least 2 questions on the program of the course and mainly related to your project.
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How to share your project?

1. Send an email with a .zip file with the four folders necessary to share your Unity Project as seen in the last Lab. Please send the email to both the Professors with the subject: [FGD 2025] + All the student's IDs of the members of the team separated by a -. In the text of the email, please list the student's ID, surname, and name of all the members.