CS 485 Mid-term Project (100 pts)

Due: March 28th 12:00pm, 2018

1. Objective

Develop a 2D/3D game using a game engine.

2. Submission

a. **Upload the whole source folder of your game project on GitHub or Bitbucket.**

b. **Submit the remote Git URL of your game on Cougar Course.**

c. **Submit a project report as well on Cougar Course.**

Note: The instructor will clone your project by using the Git URL you submit to his local machine for grading. The instructor will use Unity version 2017.1 or higher to run your project. You want to make sure your submission can be compiled.

3. Game Requirements (80%)

In this assignment, you will develop a game with multiple scenes (at least two) including at least one game scene and one menu screen.

Your game should start with a menu scene, from which players can start or quit the game.

Your game can be any kind of games. Your game should present a clear gameplay including clear game goals, reasonable game rules, user-friendly feedback system, and entertainment. If you follow some tutorials, don't make your game look exactly like the same. Design your own game. If your scripts are based on some tutorials, mention that in the references of your report.

Create a start menu for players to start or quit a game.

This is a mid-term exam project. You must make substantial contributions to your game and clarify in a report your contributions and novelty.

Note: Your games will grade based on its completeness, robustness, originality, and entertainment.

4. **Project report (20%)**

You also need to submit a project report for this assignment. The report must include (1) **your name**, (2) **the URL of your game's remote Git repository**, (3) **a brief introduction to your game**, (4) **instructions of playing your game**, (5) **references to any resources that you used**, (6) **your own contributions**, and (7) **what you learn from this assignment**. If applicable, you may also discuss future improvements to your game, and any comments to the instructor.

Submit your report on Cougar Course as well.

ACADEMIC HOMESTY: *Please read the academic honesty policy on the syllabus. Remember that this assignment is to be done individually. If you use any resources (3D models, 2D pictures, sound clips, videos, scripts, libraries, tools, etc.) from others, reference the original sources explicitly in your project report.*

WARNING: This assignment will catch you off guard if you leave it to the last minute. Make sure you are getting enough time and learning for the assignment. This assignment is critical for your knowledge of Unity and basic game programming concepts.