**MACQUARIE UNIVERSITY INTERNATIONAL COLLEGE**

**ASSESSMENT**

**INTRODUCTION TO VIDEO GAMES (WCOM1011) - Unity Game Task**

**Marks Claimed Template**

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* **Group: 1**

|  |  |  |  |
| --- | --- | --- | --- |
| Feature | Mark | Added?  Yes/No | Location in the game |
| Indoor section | 25% | Yes | The hub in the middle |
| Outdoor Section with First Person Controller | 25% | Yes | The outside levels |
| Appropriate textures on the indoor section | 5% | Yes | Wooden floor/ceiling/walls |
| A simple single-state animation | 5% | Yes | Doors leading to each level |
| A complex animation that responds to trigger or mouse events | 5% | Yes | Doors leading to each level |
| Normal maps added to indoor section | 5% | Yes | Wooden floor/ceiling/walls |
| Direct light sources beyond the default Directional Light | 5% | No |  |
| Baked indirect lighting in the Indoor section | 5% | Yes | Torches indoors |
| Light-probes for dynamic indirect lighting | 5% | No |  |
| Reflection-probes and reflective surfaces | 5% | Yes | The objectives atop each mountain |
| Emissive materials | 5% | Yes | The objectives atop each mountain |
| Appropriately applied effects via a post-processing stack | 5% | Yes | Motion blur on player’s camera (for smoother-feeling movement) |
| Multiple cameras | 10% | No |  |
| Particle effects | 10% | Yes | Torches indoors |
| Objects controlled by physics | 5% | No |  |
| Objects controlled by physics with Joints | 5% | No |  |
| Single type, NavMesh Agent | 5% | No |  |
| Multiple, different types of NavMesh Agents | 5% | No |  |
| Total Claimed | **100%** | | |

**Note:** Totals greater than 100% will be rounded down to 100%.