**MACQUARIE UNIVERSITY INTERNATIONAL COLLEGE**

**ASSESSMENT**

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

**Marks Claimed Template**

* **Student ID:**
* **Student Name:**
* **Group:**

|  |  |  |  |
| --- | --- | --- | --- |
| Feature | Mark | Added?  Yes/No | Location in the game |
| Indoor section | 25% |  |  |
| Outdoor Section with First Person Controller | 25% |  |  |
| Appropriate textures on the indoor section | 5% |  |  |
| A simple single-state animation | 5% |  |  |
| A complex animation that responds to trigger or mouse events | 5% |  |  |
| Normal maps added to indoor section | 5% |  |  |
| Direct light sources beyond the default Directional Light | 5% |  |  |
| Baked indirect lighting in the Indoor section | 5% |  |  |
| Light-probes for dynamic indirect lighting | 5% |  |  |
| Reflection-probes and reflective surfaces | 5% |  |  |
| Emissive materials | 5% |  |  |
| Appropriately applied effects via a post-processing stack | 5% |  |  |
| Multiple cameras | 10% |  |  |
| Particle effects | 10% |  |  |
| Objects controlled by physics | 5% |  |  |
| Objects controlled by physics with Joints | 5% |  |  |
| Single type, NavMesh Agent | 5% |  |  |
| Multiple, different types of NavMesh Agents | 5% |  |  |
| Total Claimed | **%** | | |

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