Interactive Media – Unit 1 – LO2

Lesson 13 –Unity Development Project

Worksheet

1. Project Brief – Using the content you used and made in the previous tasks (mood board and movie-style poster), produce a game in Unity that fits to your chosen topic. Aim to use any information you used in the previous projects as well.  
   Showing consistency between your work shows that you understand the brief well (a key element that helps you attain your overall grade.)  
   You will also produce a simple word-processed document where you will note your explanations etc. (This will go in your portfolio later on)  
     
   You should still be sticking to your chosen topic (Education, Technology, Science or Music) and it should still be intended for the same target audience of **children aged 5-10**.
   1. **BRONZE** – Use and modify either the 2D or the 3D game you made previously.
   2. **SILVER** – Explain how your game fits to the brief.
   3. **GOLD** – Explain the programming you have done for the game.
   4. **Challenge** D – Are there changes you want to make that you don’t have the skills for yet?