Lab9 - Level Design

COMP394 - Practical Game Design

Purpose: Use Unity to create a **Level** for your game(s).

Due Date(s):

- Class Work portion: in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%):

- Create a folder named **Lab9_{YourInitials}**. Do the rest of the work in this folder.
- Create a Subfolder named **Snapshots** and a document in it named **Lab9_Snapshots_{YourInitials}.docx**.
- Follow the hands-on class work. Take relevant snapshots in the snapshots document.

Challenge (50%):

As a **studio**, create prototypes of a Level you may need for your final game with the following features: Use the given zip file and/or extra assets from asset store (properly referenced) and/or your class work to guide you in completing the following:

- Playtest the given level.
- Create a new Level:
    - A terrain of 60×60 with maximum height 40 m
    - Paint the height
    - Add textures and paint them (grass, rock, mud, sand)
    - Add trees and grass
    - Add paths
    - Add water areas
    - Add a Third Person character
    - Add 3-5 gems/rubies/health kits
    - Add a countdown timer
    - Add a win condition for the level to pick up all gems.
    - Add a loose condition when the timer runs out.

Deliverables:

- Individual:
    - Zip of the folder **Lab9_{YourInitials}** with the following content:
        - A **.unitypackage** out of your individual Unity ClassWork
        - The Snapshots document **Lab9_Snapshots_{YourInitials}.docx**.
- Studio: One member of the studio submits a zip file named **Lab9_Studio{StudioNumber}.zip** with the following content:
    - a **.unitypackage**

- a Studio Snapshots document named **Lab9_Snapshots_Studio{StudioNumber}.docx**
- a text/markdeep/docx/pdf document with the list of members and their contributions