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App Academy

Overview

What I am thinking about right now is creating a 3D game using the Unity Engine. It is going to be mostly another platformer game, but it will be a little different than my 2D game. I will be putting in some 3D models and sounds to it. I will once again be watching along more video tutorials on how I can make a 3D game using the Unity Engine and I will

also be able to make sure I can fix any errors that appear throughout my game by making some sharp scripts that will make sure my game is stable. In addition, I am going to be trying to add some video to my 3D game to make things a little more interesting. I did start trying it the first time, but my Unity Engine said that it needs the QuickTime plugin to do that, so I might have to find a faster and easier way for me to import videos to the Unity Engine. The reason why I am planning this is because I have never made one before and I would like to try making one for myself. I am also going to have to try to animate my models as my characters like Iron Man so that I can put them in action! I can do it! I will tell you, for a fact, that I will be able to make my very first Unity 3D game with help by you and most importantly, without giving up!

Goals

1. Find a way on how I make my first 3D character move using my keyboard.
2. Watch tutorial videos on how to make a 3D Unity game a couple times.
3. Fix any single errors.

Milestones

1. Make one sound play after the previous sound is played within my game.
2. Create an intro and a cutscene for my game.
3. Code/program my first 3D enemies for my game. That means I will tell what the enemies are going to do and how much damage they will be taking.
4. Double check all of my code lines to make sure that they are all correct.
5. Ask the instructor/teacher if there are any single problems at all.
6. Code/program what the player and the camera are going to do.
7. Code/program how much damage the enemies are going to make.
8. Create checkpoints that will lead the player to the next level.
9. Create a building/house for the player to live in.
10. Give the 3D player some lives.
11. Create a 3D Game Over screen when the player runs out of lives.
12. Create animations for both the player and the enemies. This means I will be telling my enemies how they are going to move whether they will go fast or slow.
13. Find some dialog audio files so that the player can talk.
14. Give the player the ability to attack the enemies.

15. Add background music to the game.
16. Create achievements to the game that each show what goal the player has accomplished.
17. Add sound effects to the game.
18. Make coins that will give the player some points.
19. Make powerups for the player that will cause him or her to level up.
20. Create an in-app store for the player to spend coins with so that he or she can gain extra power to complete the game easily!