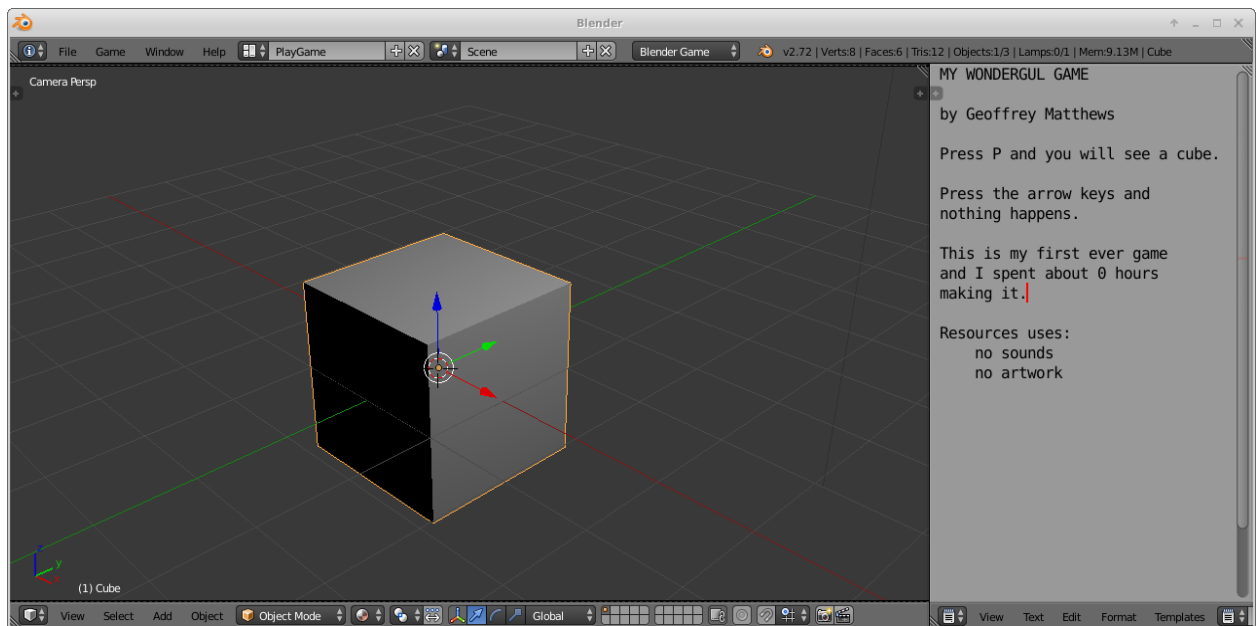


CSCI 321, 3D Game Specs, Spring 2016

Due date: Wednesday, May 18, Midnight

- Reread the 2D game specifications for general things I'll look for in your game. However, since 3D is generally *much* harder than 2D, much less is expected of your game. Splash screens, scoreboards, health bars, and most of the other non-diegetic material does not have to be implemented. One interesting level is plenty.
- If you've used images, sounds, or other resources, make sure you pack them into your blend file with the **File->External Data->Pack All into .blend** menu item. To make sure you've done this you may want to try to open your game on a different computer before submitting it. Or just move or delete all the folders with resources and reopen your game.
- Set up a new screen layout, called **PlayGame**, by pressing the **+**-key on the drop-down menu that has the builtin screen layouts (Default, Animation, *etc.*), renaming it, and then setting it up with just one large 3D window on the left, and a narrow text window on the right, as in this figure:



Set up the 3D window so it is ready to play with a single press of the P-key: textured mode, camera view, *etc.* You can provide the name, in-game help, *etc.* in the text window, so that the manual does not have to be consulted.

- **Save the game in this configuration!** So that when I open it this will be the first thing I see.
- Also produce a user's manual, as before, nicely formatted. Please let me know here all the special features and glorious whatnots you put in your game; tell me what you spent your time on, so I won't miss it when I'm deciding your grade. A programmer's guide is not necessary unless you wrote code (python scripts) for your game.