

## Course structure / folder assignment

- The exam of this course is an individual exam. The exam structure is like programming 2 exams. You need to form a group of max two and work on the same project, but you need to have equal contribution to the project. The grades will be based on your contribution to the project and how well your project is implemented, as well as the amount of work you have done to accomplish the tasks.
- Each group needs to find a real-world problem/ serious game / simulation idea and simulate that in Unity3D game engine.
- In your simulation you need to have physics (sparkles, flying cubes, rain, and whatever else you can come up with) and some sort of population. For example: rain simulation / Autonomous car simulator / Airplane simulator / drone simulator/ spaceship simulator / excavator simulator / heavy machinery simulator /smart city simulator / traffic simulator / train station simulator / heart surgery simulator (Medical simulator) / Crash simulator / and ...
- 3D assets for all projects can be from free asset stores or other free stores.
- Using tools such as VR headset / head tracking / eye tracking / external sensor / AI and machine learning algorithms / external game controllers and other methods are encouraged.

**Note:** if you need a VR headset for your project contact the course coordinator.

**Note:** As a professional programmer, it is better to work on project management document and GDD of your project as well and keep track of your progress on Github and in a report.