

CS 485 HW Assignment 2 – First Person Controller (100 pts)

Due: February 12th 12:00pm, 2019

1. Objective

Develop a 2D/3D game using a game engine. Be familiar with the user interface of Unity3D. Learn C# or JavaScript scripting for player control and camera movement. Gain experience in game design.

2. Submission

- a. Upload the whole source folder of your game project on GitHub or Bitbucket.
- b. Submit the remote Git URL of your game on Cougar Course.
- c. Submit a project report as well on Cougar Course.

Note: The instructor will clone your project by using the Git URL you submit to his local machine for grading. The instructor will use Unity version 2017.1 or higher to run your project. You want to make sure your submission can be compiled.

More specifically, you may follow the following steps.

- (1) In unity, click “Edit-> Project Settings -> Editor” and look at the Inspector view “project Settings”.
 - a. Make sure "Version control mode" is set to "Visible meta files".
 - b. Make sure "Asset serialization mode" is set to "Force text".
- (2) Initialize your project folder as a Git repository by typing “*git init*”.
- (3) On GitHub, create a new project/repository and write down the repository URL.
- (4) Connect your local repository to GitHub repository by typing “*git remote add origin URL*”.
- (5) **(optional)** Put the attached “.gitignore” file under your project’s root folder.
- (6) Commit your project to GitHub by typing “git add -A”, “git commit -m’log’”, and “git push”.

The following two links may help you learn Git.

<https://help.github.com/articles/adding-an-existing-project-to-github-using-the-command-line/>
<https://docs.unity3d.com/Manual/UnityCloudBuildVcsGit.html>

3. Requirements

In this assignment, you will develop a game with two scenes including one game scene and one menu screen.

Your game should start with a menu scene, in which players are able to choose to play the game or quit.

3.1 Game scene 1: Your own first person controller game (60 pts)

Develop your own first person controller game in game scene 1. Your game can contain some sorts of enemies to avoid or destroy, and some additional gameplay features or polish. An example can be found at <https://github.com/xye-csusm/SampleProject3.git> (FirstPersonController game). Don't make your game look exactly like this example. Design your own game. If your scripts are based on some tutorials, mention that in the references of your report.

3.2 Game scene 2: Selection Menu (20 pts)

Create a selection menu so players can choose at the beginning of the game which game scene to play. Players can quit the game by choosing "Quit" or "Exit" in the menu.

Note: Your games will grade based on its completeness, robustness, originality, and entertainment.

3.3 Project report (20 pts)

You also need to submit a project report for this assignment. The report must include (1) **your name**, (2) **the URL of your game's remote Git repository**, (3) **a brief introduction to your game**, (4) **instructions of playing your game**, (5) **references to any resources that you used**, (6) **your own contributions**. If applicable, you may also discuss future improvements to your game, and any comments to the instructor.

Submit your report on Cougar Course as well.

ACADEMIC HONESTY: *Please read the academic honesty policy on the syllabus. Remember that this assignment is to be done individually. If you use any resources (3D models, 2D pictures, sound clips, videos, scripts, libraries, tools, etc.) from others, reference the original sources explicitly in your project report.*

WARNING: *This assignment will catch you off guard if you leave it to the last minute. Make sure you are getting enough time and learning for the assignment. This assignment is critical for your knowledge of Unity and basic game programming concepts.*