**MACQUARIE UNIVERSITY COLLEGE**

**ASSESSMENT**

**INTRODUCTION TO VIDEO GAMES (WCOM1011)**

**Unity Game Task - Marks Claimed Template**

* **Student ID:**
* **Student Name:**
* **Group:**

|  |  |  |  |
| --- | --- | --- | --- |
| Feature | Mark | Added?  Yes/No | Location in the game |
| A First-Person controller with which the player can navigate the scene. | **-** | **YES** |  |
| A dressed/furnished indoor section constructed using ProBuilder and/or Unity primitives (cubes, spheres, etc) | 25% |  |  |
| An outdoor section built using the Terrain editor (and dressed/painted appropriately with terrain elements) | 25% |  |  |
| Appropriate textures on the indoor section | 5% |  |  |
| * With appropriate use of height and normal maps | 5% |  |  |
| A simple single-state animation | 5% |  |  |
| A complex animation that responds to trigger or mouse events | 5% |  |  |
| Direct light sources beyond the default Directional Light | 5% |  |  |
| * Use of baked indirect lighting in the Indoor section | 5% |  |  |
| * Use of light probes for dynamic indirect lighting | 5% |  |  |
| Use of reflection-probes and reflective surfaces | 5% |  |  |
| Emissive materials | 5% |  |  |
| Appropriately applied effects via a post-processing stack | 5% |  |  |
| Use of multiple cameras | 5% |  |  |
| Particle effects | 10% |  |  |
| Objects controlled by physics | 5% |  |  |
| * Objects controlled by physics with Joints | 5% |  |  |
| Single type, NavMesh Agent | 5% |  |  |
| Multiple, different types of NavMesh Agents | 5% |  |  |
| Total Claimed | **135 %** | | |

**Note:** Totals greater than **100% will be capped down to 100%.**

**Reference (name and link) to any downloaded assets included in the submitted Unity Game Task:**

**Asset Name:**

**Asset Link:**

**Asset Name:**

**Asset Link:**