

# FCG ASS.03: Assignment (Unity - The best game ever)

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## Abstract

The final project is largely an open-ended game, and it is subject to only a few constraints in order to have a foundation in the course material.

Submission is suggested on June 27th, 2022. Send all the material (all the unity workspace + a compiled and running version of your choice + this document **with underlined** you choices) via email with subject: *[FCG-assignment03] - Surname Name*, to [mattia.savardi@unibs.it](mailto:mattia.savardi@unibs.it).

Enjoy!

## Guidelines

In order to let you have as much free of movements as possible you need to follow the propose schema, with this constraints: you need to include all the points highlighted with **M (Mandatory)** and select at least 4 additional points. Each points assesed correclty will give you 1 point in the final score, plus 1 bonus if your works is really well done.

**Finally compile this file by selecting and commenting your choices.**

## Key Game Elements

M: The game must be developed in 3D, with the scene completely defined (no endless/scripted scene).

- the main character from a Blender model you created
- M: spawning object prefabs (ex: baobab to be cut. Random time, random place)

- Additional enemies or obstacles
- Additional asset or items
- Complex terrain

## Mechanics

- M: basic player movements
- Object interaction
- Action: like shooting or jumping
- Complex mechanics designed to fulfill the goals of the game
- Create more levels (and a way to go from one to the next one: why not different asteroids?)
- Create a score system (like coins or little-stars™)

## Physics, Animation and Modeling

- M: animate one object by your own from scratch; incorporate your animations naturally into your game
- Use models/animations downloaded online (with proper attribution given in your report)

## Aesthetics: Appearance and Sound Effects

- M: incorporate a consistent style into your game
- Use a variety of sound effects to improve the gameplay experience
- Insert particle effects

## User Interface

- Incorporate menus
- Pause screens
- Incorporate load and save
- Show a score/leaderboard

## Performance

M: your game should be tuned such that it runs at a playable rate (without lagging, framerate issues, etc.).

## Most importantly

The game should be fun at least for you! Ultimately, games are played by audiences that want to have fun. The technical content of a game matters little if the game itself isn't fun to play.

## Made-by-myself (please complete with the file names)

- M: Create a script from scratch. The script is .....
- M: Create an Animation and an Animator controller inside Unity. The Animation is .....; the Animator is .....
- M: The name of your blender model in the hierarchy: .....

## Suggestions

Here some suggestion:

- Starting from what we have done in class, extend it creating multilevel game, with a scoring system and a leaderboard;
- Create a 3D game in which you need to destroy baobabs before they completely shroud the asteroid;
- Use your wonderful imagination and create the game you always want to play;

Cheers!