

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

Mattia Savardi

May 27th, 2022

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.

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 correctly 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!