Final Project Instructions

# Introduction

For the final project in this class, you will implement a game of the Metroidvania genre. Metroidvania is a subgenre of action-adventures video games. Metroidvania games use game design and mechanics that are similar to games from the two series Metroid and Castlevania.

Metroidvania games are platforming games that feature a single large, interconnected map, with discrete rooms or sections. Not all areas are available at the start, often requiring the player to obtain an item (a weapon or a key for example) or a new character ability to remove some obstacle blocking the path forward. Often, this item is protected by a boss character, providing story-driven challenges throughout the game. Maps are non-linear and often require the player to traverse the map multiple times during the course of the game.

Examples of games of the genre include Hollow Knight, Cave Story, Unepic, Dead Cells, etc.

For this project, you will work within an assigned team and use the Unity engine.

# Requirements

* The game must have a theme that is clearly identifiable through the sprites, backgrounds, and potentially sounds you have chosen.
* The game only needs to include one very large level with at least one section that becomes accessible only after the player collects an item (protected by a boss-type enemy) or gains a new ability to remove an obstacle.
* The game must include a menu screen with links to a help screen and a credits screen.
* The user interface should be clear, simple and intuitive and provide adequate feedback for a good gameplay experience.
* The game should demonstrate good design (balanced game).
* Your code should follow good coding practices and your project must remain organized.
* You may use free in-game art taken from the Unity Asset Store.

# Team Guidelines

All team members are required to fully participate in the development of the project.

* You should come on time for every class and any team meetings.
* You need to be prepared for each team meeting, in class or out of class.
* You should value the contribution of others.
* You are expected to deal with issues constructively.
* You should freely share the information you gather outside of class about the project with other team members.
* You should stay on task and use class/team time wisely.

Any concern or issues that has already need addressed by the team and did not result in a favorable outcome should be reported to your instructor. Each team member will be evaluated at the end of the project by the other team members. These evaluations will be graded independently for each team member.

# Submission

Only one team member needs to submit the project along with the build, in two separate zipped folders. Team evaluations are submitted along with reflections in a separate assignment.