CISC 3667 - Game Design and Development
Unity Lab 8: Animations and Final Submission

1. Incorporate two animations into your game.

The animations must be launched via scripts*; they can either be two animations of the same game object or two animations of different objects.

*i.e., not an animation of a flying bird that is present in the entire scene.

You must use code to change the animation or start the animation.

2. Students must submit:

a. **Playable Unity build** or accessible scene setup (to the game jam here:)
b. **Game Design Document (GDD)** describing concept, gameplay, level design, and difficulty choices, etc.

   You must also include in your PDF document a citation of every resource that you used (for programming/Unity, not for images or assets).

   Followed a tutorial? Give me the link and tell me what you used. Found some code on Stack Overflow? Tell me what and from where. Asked a friend for help? Note who you asked and what they helped with. Use ChatGPT? Include both your prompt and its output.

The game submission is due on December 9 at 11:59 PM. (Late submissions will be penalized)

Name your submission **Last Name + First Name + name of game** (e.g., Doe John Balloon Popper).

Please submit as a WebGL at the itch.io game jam here:
https://itch.io/jam/fall-2025-final-unity-project-submission

Please also **submit (via Brightspace) the PDF of the accompanying GDD (Game Design Document) along with a link to the GitHub repository hosting the code**.

You must submit to **both itch.io and Brightspace** to get credit, and you must have a GitHub repository of your code.

Final Unity Game Project Rubric

Category	Description	Points
1. Core Game Setup	Layered background (background + foreground), at least one image, and a player-controlled sprite.	**8 pts**
2. Opponent Behavior and Distractors	Opponent (e.g., “balloon”) moves automatically and visibly changes (size, color, speed, pattern, etc.). Includes at least one distractor/hazard the player must avoid (false targets, obstacles, penalties).	**8 pts**
3. Player Actions	The player can shoot or interact with the opponent. Collisions work correctly and use tags (no self-collisions).	**8 pts**
4. Feedback and Scoring	Sound effect plays on hit, score updates correctly, and opponent change impacts score or challenge.	**8 pts**
5. Levels and Difficulty	At least **3 levels** of increasing difficulty with clear documentation or in-game indication of what makes each level harder.	**8 pts**
6. Scene Management	Smooth transitions between scenes. Success moves to the next level; failure restarts or triggers an alternate version.	**8 pts**
7. User Interface (UI)	Menu with Play, Settings, and High Scores. Pause/Resume functions. Settings include a **volume slider** and at least one additional UI control (dropdown, toggle, or input).	**8 pts**
8. Persistent Data	At least **two data items** persist between scenes (e.g., score, player name, settings, difficulty).	**8 pts**
9. High Scores System	The High Score list stores and displays at least 5 scores in descending order. Accessible from the main menu.	**8 pts**
10. Animation and Polish	At least **two animations** (e.g., player, opponent, UI, or background). Game runs smoothly and feels cohesive.	**8 pts**
11. Game Design Document (GDD)	Includes clear explanation of concept, goals, target audience, core mechanics, level progression, and difficulty. References how design aligns with final implementation.	**10 pts**
12. Overall Creativity & Completeness	The game feels complete, engaging, and visually or conceptually creative. Demonstrates understanding of core game design principles.	**10 pts**

TOTAL: 100 points