**VGD222/225 Final Preliminary Assignment**

We’ll begin the final assignment with level creation while the controller and combat mechanics are being finished. You’ll be required to create two maps – unless I tell you otherwise, which will be one normal sized map and one larger map that can accommodate a large amount of players. Much of the design will be up to you, but I encourage you to consult and collaborate with our resident Infantry Online expert.

Here are the criteria for the first part of the final assignment:

1. There will be a medium-size map which is 1100x1100 units with a terrain height of 500. Also, you’ll be creating a large map of size 1600x1600 with the same terrain height. Flatten each heightmap to 250 so you can create high hills/mountains.
2. You can use a new scene to create your levels or just use the MPGameScene. Once you level is done, you’ll be creating a prefab of all the level assets. For simplicity sake, name your level prefabs LevelMed01 and LevelLarge01.
3. They will be outdoor maps and there will be several buildings of different sizes spread around the map.
   1. For the medium-sized map, there should be about four large bases and no more than half a dozen small to medium-sized buildings.
   2. For the large-sized map, there should be about six large bases and no more than ten small to medium-sized buildings.
   3. There is a large building included in the project for reference, and you’ll be required to build more prefabs for the different sized buildings using the fbx model provided in the Models folder.
   4. Spread the different buildings around the map as you see fit.
4. There should be mountain ranges around the map that prevents the players from leaving. The thickness of the mountains should be no more than 1/8th to 1/10th of the map size.
5. You can use trees and the miscellaneous environment models provided to fill in the level as you see fit. You will have to create different prefabs of the environment models as only the raw models have been provided. You can create low hills and rivers and lakes as you like as well.
6. You should use a variety of terrain textures such as mountains, grass and desert.
7. Feel free to collaborate with each other and perhaps do research in order to get a well-designed team skirmish map.
8. If you have any questions, feel free to e-mail me at arichard@yorkvilleu.ca.
9. This will be part of the final assignment for both VGD222/225 so you can hand it in with the main criteria which you will get next week and it will all be due by Sunday of Week 11 by midnight. So that’s September 22nd. Get it to me however you can, e.g. upload to Google Drive or e-mail me a link to wherever you post it, but make sure you compress it though with the naming convention: VGD22X\_Lastname\_Firstname\_Final