**Unity 3d course project rules**

Project

* Must have at least two scenes. One for menu and one for game. Must have some form of score and current progress info, some of which needs to be saved after the game is closed.
* Game can be 2D or 3D. Platform must be between Standalone, WebPlayer, iOS, Android or WP8
* Game must use the physics system, tags and layers.
* It must implements audio and animations (including states).
* It must have reusable resources (like prefab).
* It must have gameplay of at least 10 min or endless.
* It must have prepared detailed specification, sent to given email.
* Game must have power point presentation prepared. Presentation must include game demonstration.
* All game assets must be (sounds, art etc..) must be license compliant.

Grading rules. Every rule has individual weight.

* Level of difficulty and complexity
* Level of Unity features involved
* Level of scripting involved.
* Game idea
* Presentation quality

Assets useful links

http://love2d.org/wiki/Free\_Game\_Resources

<http://opengameart.org/>

<https://www.freesound.org/>

http://soundbible.com/royalty-free-sounds-1.html

Homeworks

Lection One (Unity basics) -