**Small minecraft**

1. Prefab (5%)
   1. Use prefab to instantiate objects (2%)
   2. Use different prefabs as your ground (3%)
2. Collision (3%)
   1. Character (1%)OK
   2. Monster (2%)
3. Use a trigger as a sensor (2%)OK
4. A completed start menu (3%)
   1. Start a new game (1%)
   2. Exit your application (1%)
   3. There is a way to come back to game menu in game scene (1%)
5. Output (5%)
   1. Output as an application (exe file and those related files) (3%)
   2. It can work (2%)
6. Animation (10%)
   1. Basic animation (3%)
   2. Advanced animation (mentioned in class) (7%)
7. Controller (15%)
   1. Interaction with those object in scene
      1. Gather some materials in scene (5%)
      2. Build / put your items(materials) in scene (10%)
8. Music (6%)
   1. Bgm (2%)
   2. Audio effects (4%)
9. Monster (5%)
   1. Monster will turn up in night and attack to player
10. Game flow (20%)
    1. Day and night mechanism(5%)OK
    2. Inventory system (15%)
11. UI design (8%)
    1. The start menu mentioned above
    2. Inventory UI(8%)
12. Game map design (5%)
13. A interface that introduce how to play your game (5%)
14. A detailed documentation to illustrate (8%)
    1. How to play your game
    2. Environment
    3. Your game
    4. Game design (how to design your character, monster, etc.)
    5. Bonus
    6. Feedback

**Bonus (up to 20%)**

1. A good game structure design (code)
   1. You have to show your code to convince T.A. of what advantage the design is
2. Some special game objects or mechanism which aren’t mentioned above
   1. Player has capability of fighting with monster
   2. Synthesis mechanism
3. How good your game is
4. Other golden fingers which aren’t mentioned by T.A.

血條(&漸層)，視角，點擊怪物降速、背景音樂的轉換

**Basic game flow**

1. Day
   1. You have to collect some materials
   2. Build your house to prevent those monsters from hurting you
2. Night
   1. Monster will turn up and try to hurt player
   2. Player will stay at his house until night is over
   3. Monster will disappear when night is over

**Attention**

1. The total playing time of your game shouldn’t be too long
   1. You can design some golden fingers to accelerate your game
2. The bonuses you do must be written in your documentation
3. Deadline：23:55 on 12/17
4. Demo time on 12/22