

GMD 401 Assignments

Develop your own Game Design Document format in outline form

Create a repository for your work and your projects, either github or another free service.

Grid based template

Create a unity "template" for a grid based game.

What elements do you need for a template? What makes a template useful? How do you plan to build a template that has a LOT of useability?

Some uses of a grid based system are Tower Defense, Top Down, RTS, run and shoot / adventure (zelda, etc.)

FPS Template

Utilize a FPS set up and develop a template for use in FPS style games, investigate the use of FPS control by Tornado Twins (Former student has worked on the development of this plug-in for unity).

Weapon systems, power ups, and environment basics should be included.

Driving Game Template

Develop a template for driving based games like Need 4 Speed, Crazy Taxi, etc.....

Included elements:

- Vehicle selection
- Animation elements for vehicles
- Track paths (Where vehicles can and CAN NOT go)
- AI for enemies
- Physics

RPG Template

Create a template / framework for an RPG game:

Included in template:

- Character selection (Rogue, Warrior, Magic, etc.....)
- Item save to user library

- Quest functions
- Quest AI
- 3 Different Worlds
- Player configuration (localized - saved to users local computer)

2D Art Asset Package

Create sprite sheets for the following:

- Player Character (walk/run, idle, jump)
- Enemies Basic
- Enemies Medium
- Enemies Hard
- Enemies Mini-Boss/ Boss
- Level 1 Background with parallax
- Level 2 Background with parallax
- Level 3 Background with parallax
- Main Menu Screen
- GUI elements for: Health, ammo, radar, score, timer, etc.

3D Art Asset Package

Create the following 3D Assets:

- 3D Player Character (walk/run, idle, jump)
- 3D Enemies Basic
- 3D Enemies Medium
- 3D Enemies Hard
- 3D Enemies Mini-Boss/ Boss
- 3D Level 1 Environment
- 3D Level 2 Environment
- 3D Level 3 Environment
- Main Menu Screen
- GUI elements for: Health, ammo, radar, score, timer, etc.

BONUS: MMO Template

Create a template / framework for an MMO game:

Included in template:

- Sign on for players
- Connection status
- Server configuration
- Error handling
- Item save to user library

- 5 player realm
- Environment to run around in - Space ship can be provided upon request.
- Photon backend
- Server install available for download with the game - think minecraft.
- Player configuration (localized)