

Assignment 2

Deadline:	Hand in by 5pm on Friday 21 st October 2022
Evaluation:	50 marks – which is 50% of your final grade
Late Submission:	5 marks off per day late
Work:	This assignment is to be done as a group – your submission may be checked for plagiarism against other assignments and against online repositories. If you adapt any material, you must acknowledge your source.
Purpose:	Work as a team to design and implement a 3D computer game in Unity.

Description:

You are free to come up with your own idea and design for your game. However, you should be realistic about the scope of game you can implement in the time available. You should ensure you will have something ready to submit by the deadline.

Keep in mind that this is a games **programming** course - your submission will be evaluated mainly on the implementation of the game/mechanics rather than on the aesthetics/storyline of your game.

Teamwork:

This assignment is to be completed in groups of 2-3 team members. Teams are officially allocated by course teaching team. However, if you have a team of 2-3 people who would like to work together then please enter this information on the Stream questionnaire.

All team members **must** contribute to the code/logic/mechanics of the game. This is a games **programming** course and is assessed as such. It is **not** acceptable for one team member to contribute only to the design/report/presentation.

Deliverables:

Your submission should include:

- All files from your Unity project required to build and run your game.
- A short report (3-5 pages) outlining the design and implementation of your game and stating the contributions of each team member.
- A short video presentation demonstrating your game (you have the option to deliver this as a *live* presentation in-person or via zoom if you prefer).

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Requirements:

- Your game must be a 3D game and include 3D assets, sound effects and some UI.
- The game implementation **must be your own work**, simply reworking or modifying existing code from online is not acceptable.
- The game does not have to be a novel design and can use ideas from existing games.
- You **may** make use of assets from other sources provided they are available under an appropriate license. Assets may include:
 - Textures
 - Models
 - Animations
 - Sound files

You must reference the source of each asset. If you are unsure whether it is ok to use an asset, please ask the lecturer.

Hand-in: Submit **your Unity project, Report and Video** electronically through the form on the stream site.

If you have any questions about this assignment, please ask the lecturer.