

Project 4: Student's Choice

Let's put it all together and make a **3D** game of your own design! You will work in teams of 2. You can pick your own teammate. Keep your game simple and something you can **complete** by the due date. If you are unsure if your game is going to make all of the requirements, email me your ideas!

If you want to make a first person game, you are allowed to use the Unity FPS Controller. If you want to make a third person game, you are allowed to use the Unity Third Person Controller, however you must swap out the model for something else! (You also don't need to use either of these).

You can use the Asset Store, Freesound.org, Incompetech.com and other sites to acquire **royalty free** 3D models, sound and music. However, **all code must be your own!**

What are the requirements for the project?

The following are **required** to earn points for the project:

Menu and Win/Lose Scenes (10%)

- Title of the game, team name, both members names, Pace emails, and press space to start.
- Some type of win/lose scene (no endless games) and press space to return to main menu.

Gameplay (80%)

- Use freely available models and materials from the Asset Store (or other sites).
- At least 2 "hazards" (pits, spikes, fire, enemies, etc.), or something stopping the player's progress.
- Have at least 3 levels/scenes.
- Use physics, colliders and a trigger in some way.

Effects and Extra (10%)

- Use multiple types of lights.
- Multiple audio sources and sound effects.
- Looping music.

Any tips on how to get started or approach this project?

Make a list of all the features you want in your game, take half that list, throw that half away. Get a teammate and get started early! This is not a last minute kind of project.

If I want to go that extra distance, what are some things I can add to my game?

While **not required**, here are some ideas for things to add to your game:

- Difficulty levels (easy, hard).
- Add some particle systems.
- Controller support (XBox Controller, PS4, etc.).
- Whatever else you can think of!

How do I submit my work?

Your project must compile! Non-compiling projects will get a 0. When you are done, you must upload a .zip of your project folder to the **Assignments** area in **Blackboard**. **After the due date**, there will be a discussion board post where you will post a link to itch.io (one post per team).

Do not share your code or your links with anyone except your teammate until after the project is completed. All code must be your own, any plagiarism will result in a grade of 0.