

Project: 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!

While there is no example for this project, I made a short video with some advice:

<https://youtu.be/80ppnTFc-1E>

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.

Do not use any code from the asset store or any of the packages you download. If you use any scripts that you did not code yourself (no matter how simple or complex), **you will receive a grade of 0**.

You must do your own level design. Do not use pre-made levels or **you will receive a grade of 0**.

If you are on a team, only one person needs to submit the project however, they must include the other student's name in the comments when submitting to Blackboard.

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 types of "hazards" (spikes, fire, enemies, etc.), or something stopping the player's progress. This **does not include** falling off the level or falling into a pit or "the level itself".
- Have at least 3 levels/scenes. This does not mean "3 levels of difficulty" it means 3 different locations, level designs, etc.
- 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 and project reflection.

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

Due by 11:59pm means your project was successfully uploaded by that time. Start uploading your project at least an hour before the deadline to avoid a point deduction. **Projects received 1 minute late are considered late.** If there are any issues with uploading your project, you must **email me before the due date**. Email cguida@pace.edu from your @pace.edu email address. I will not accept any other form of contact.

While I check email regularly. **Do not expect a response over the weekend or close to deadlines.**

Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 3 days**.

You will lose points for any of the following:

- You do not upload your code. Make sure you are uploading your code to Blackboard and **not your build**. If the folder you are zipping is called "build" that is not your code. Make sure you are zipping your Unity Project folder (assets, code, etc.)
- You upload a file that is not a **.zip** file. It must be .zip. Not a 7zip or .rar, etc.
- Your itch.io link is unlisted or otherwise not available. **Try your link in another web browser** where you are not logged into itch.io
- You have any of the issues that are in the Common Problems and Questions playlist of videos. **Watch this playlist** of videos and **make sure your project does not have any of these issues**.
https://www.youtube.com/playlist?list=PL_QmvmIfJvh0piepSNTSavA--U4ndCV0