Assignment: Game Update

# Setup

1. Create a new 3D Unity project.
2. From the **Assets** menu, **Import Package 🡪 Custom Package**
3. Choose the **Prototype-2\_Starter-Files** to import the assets needed. This is the same asset package used for the Animal Stampede demo.
4. A dialog should appear asking which assets to import. Everything should already be checked. Just click the Import button.
5. Open the starting scene: **Assets 🡪 Scenes 🡪 Prototype 2**
6. Delete the sample scene, as it won’t be needed.

# Assignment Description

The purpose of this assignment is for you and your group to work with the assets provided to create your own unique game. Your group should create a game which is in similar style to the Animal Stampede demo – but you must make it your own. You can either choose to:

1. Revise the Animal Stampede demo game and modify it to create a new game with a new goal and new ideas. If you choose to go this route, it can look and feel like the Animal Stampede, but it MUST be a totally different game idea.
2. Create your own original game idea, completely different from the Animal Stampede demo, but still using the assets provided.

As was done in the Animal Stampede, your game should have limited player mobility and very few controls. You are not making a game where the player walks around in a 3D world.

For camera options, you can choose to:

* Make a top-down game (like Animal Stampede)
* Give a slight 3rd person perspective with the camera above and behind the player character, but still looking down (like the Prototype 1 driving demo)
* Make a 1st person point-of-view game where the camera is the player, and so player controls actually move the camera, rather than moving a player object on the screen.

# Additional Requirements

1. Set your project name and build options
   1. Go under **Edit -> Project Settings -> Player**
   2. Set the **company name** to your group's name
   3. Set the **product name** to the name that you chose for your game
   4. Under **Resolution and Presentation:**
      1. Set **Fullscreen mode** to Windowed
      2. Set **Screen width/height** to 1280 and 720

Before you submit your program, you should choose **Build and Run** under the **File** menu. This allows you to test your program outside of Unity. Make sure that everything looks good and that any boundaries are set correctly (note that the Animal Stampede boundaries need to be adjusted for this size window)

1. Your game should actually stop when the player wins or loses (i.e., player should not be able to move any more).

# Items to Submit

1. Look in your group’s private channel for the MS Word document titled: **Animal Stampede Revision**. This page lists four questions that your group should answer about your game. You are asked to come up with a title for your game, describe the goal(s) of your game, describe the basic gameplay (i.e. how does the player play the game; what are they supposed to do), and list the basic player controls.
2. The corrected Unity game and associated scripts.

# To Submit

* Your MS Word document can be viewed by the instructor at any time, so there is nothing that you need to do to submit this.
* Upload a Unity package into the **Files tab** for your group's private channel in **Teams**. This Unity package should contain your group's corrected files.
  + Under the **Assets** menu, choose **Export Package**
  + Select all items
  + Click **Export**
  + Choose a filename and save the unity package to upload into Teams