- You MUST use Unity version 2019.2.17f1 to edit your project. It is available in Moodle to downlo
  - **If you do not use Unity version 2019.2.17f1 to edit your project, your assignmer**

The following criteria will be assessed when marking this assignment (25 marks max):

- **Self-Created Assets (4 marks)** Four self-made assets are required. These assets can be identifi
  - 2d sprites/pixel art (for 2d games),
  - 2d textures for 3d models (for 3d games),
  - 2d graphics for interface components (for 2d or 3d games),
  - 3d models (for 3d games),
  - Terrain (For 3d games),
  - Level geometry built in 2d or 3d (for 2d or 3d games).
- **Scene(s) & Objects (2 marks)** How all the objects come together appropriately in your scene(s
- **Materials (3d) or Layers (2d) (1 mark)**
  - (3d only) Materials should be considered at a placeholder prototype level.
  - (2d only) Layers should be used appropriately to distinguish foreground, middle grou
- **Components (2 marks)** Components should be used on objects appropriately, such as: Rigidbc
  etc.
- **Scripts (6 marks)** Must be C#. Are used for Player Controllers and/or interface control, to Trigg
  and/or collisions to create game events.
- **Interface (2 marks)** A basic interface is expected such as Text interface (eg. score, health, bullet
- **Game Mechanics (2 marks)** Review of the actual game mechanics at a proof of concept level (i
- **Aesthetics (2 marks)** Aesthetics should be unique and interesting to support the design of you
- **Creativity (2 marks)** Creativity should reflect all unique aspects of the game. If you go beyond
- **Brief Report (2 marks)** Report should have all sections filled out. All sourced assets require a li

At least 4 self-created assets. • Great 2D art with shading and pseudo 3D (like lab 1 tree and human fig
parts at the complexity of the treasure chest (lab 3). • Interesting terrain and features (like lab 6), but ur

Excellent: • Scene well-constructed with great placement of objects to fill out the prototype area. • Goc

Materials applied appropriately to distinguish objects from one another and match the object. • (2d) L

Excellent use of components to control physics, collisions, triggers, UI, audio, etc. Objects act as expect

Well-chosen or created player controller. • Player and interface works as expected all of the time. • Gre

Visible on-screen interface works and updates appropriately via script. Designed impressively.

 Excellent mechanics show off great attention to gameplay and address the proof of game concept.

Excellent unique aesthetics show off the game world and setting.

 Has gone beyond expectations set out by the labs, with a very creative and unique prototype.

Uses template with all sections filled out with thorough detail.