


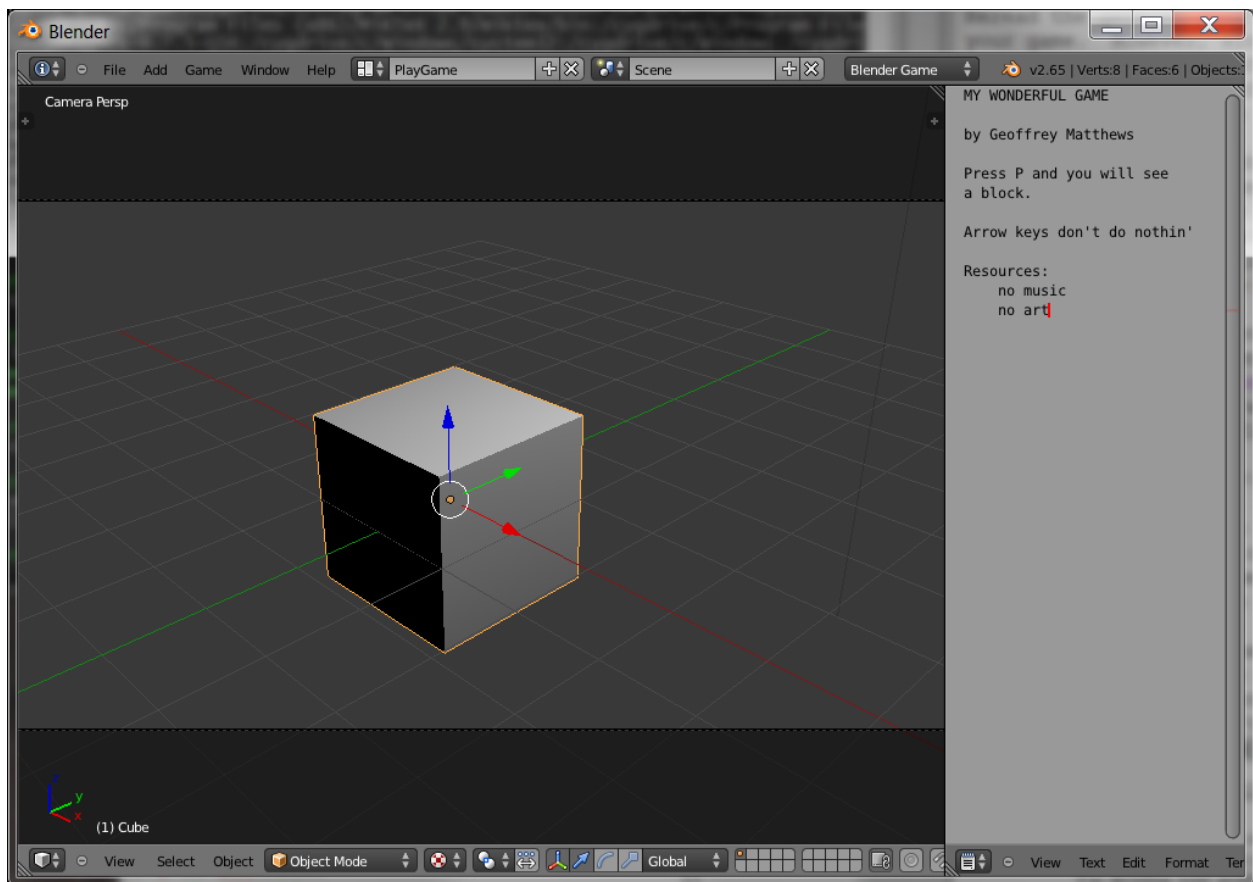
CSCI 321, 3D Game Specs, Spring 2015

Due date: Wednesday, May 20, Midnight

Reread the pygame specifications for general things I'll look for in a game. However, since 3D is generally *much* harder than 2D, much less is expected of your game.

If you've used images, sounds, or other resources, make sure you pack them into your blend file with the **File->External Data->Pack into .blend file** menu item.

Set up a new screen layout, called **PlayGame**, by pressing the -key on the drop-down menu that has the builtin screen layouts (Default, Animation, *etc.*), renaming it, and then setting it up with just one large 3D window on the left, and a narrow text window on the right, as in this figure:



Set up the 3D window so it is ready to play with a single press of the P-key: material mode, camera view, *etc.* You can provide your name, the name of the game, in-game help, and other documentation in the text window, so that the manual does not have to be consulted.

Also produce a user's manual, as before, nicely formatted. Please let me know here all the special features and glorious whatnots you put in your game; tell me what you spent your time on, so I won't miss it when I'm deciding your grade. A programmer's guide is not necessary unless you wrote a lot of code for your game.