

Practical Work Proposals 1 (TP1 Unity)

For this TP1, the goal is to create a unique game in Unity, with your creativity and your knowledge where you can use all the assets of the unity store, that way you can have a more complete and attractive game.

You are free to think and do any type of game you want, 2D or 3D, as long as you use unity, a car game, a platform game, or i suggest, a fps game as we will have some exercises in classes.

Example:

FPS game

- Create a game based in the FPS Microgame, taking some effort to create yours objectives and your levels to create something unique, new enemies new levels, new weapons. The idea is, just to use the base and the core functionalities provided in the tutorial FPS Microgame, to make a new unique game. Be creative and ambitious!

Groups and ideas:

This TP1 will be done with groups of 2 students, those groups will have to present their work together.

Send me your idea for the project, and the two students of the group by mail:
ricardo.guia@estg.ipvc.pt

Delivery and Presentation Date:

Delivery: 26 April at 23:59

Presentation: 27 April from 13:30 to 19:00

Delivery:

It must be delivered by:

- **GitHub**, in the root of your repository folder you create a folder with "TP1-20301-20302", with the numbers of the two students of the group after the TP1, and your unity Project inside that folder.
- **Moodle**, zip your project folder and send in moodle.