

## Coursework 1 Planning:

### **Instructions**

- You have formed groups of 5-6 people each.
- You need to create an educational game suitable for children aged 10 and 14 years.
- The game can be 2D or 3D.
- It must be developed using Unity. However, the main assessment criteria are based on how you work as a group.
- Thus, it is not the final product that is of concern – though there must be some final product to get a mark. You will need to learn to use Git, plan your project, and develop it based on use cases and tests.
- Make sure not to spend more time on this project than it deserves for marks.
- That means you do a total of 50 hours work each over the period which should leave you with a simple playable game at a minimum.

### Game Idea:

Maze Game – Doors locked with simple educational questions for 10 years old (maths, comp sci etc.)

Multiple door choices based on subject

Single Player, 2d Maze

Multiple levels, each level has more difficult maze and questions

Menu/Game States: Main Menu, Level Selection, Settings

Collectibles in the maze to encourage exploration/ Visiting other Planets

Optional/Deterministic feature: Background Music

Space Theme

Timer in maze

Keep game friendly for 10 year olds, i.e questions can be multiple choice and re done multiple times

Destination In maze being the answers

### Team Management:

-In person Lab + Workshops

-Maybe a separate in person meeting just for coursework

-Online every few day meetings

-Workshop 1 -> Design (Use Cases) -> Code

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