

MULTIMEDIA TECHNOLOGY COURSE


- 2023 -

Laboratory work #3	Sandbox using Unity
Handed out	14.04.2023
Due	18.05.2023

ASSIGNMENT

TASK 1 *Implement a SANDBOX type of game using Unity (or any other game engine that will be negotiated with the labs professor).*

You have the freedom to choose between a 2D or a 3D game.

POINTS	TASKS	
1	Documentation	<p>Write a GGD where you briefly explain how your game works and the mechanism that you've implemented.</p> <p>The structure of the GDD should contain a brief descriptions about:</p> <ol style="list-style-type: none">1. The storyline2. What game physics are there 3. The interaction mechanisms4. How the AI works (what affects its decisions)5. What are the resources you are collecting, and what allows you the new crafter element to do. <p>Be short and specific. Remember that in GDDs, simplicity is the most valued thing.</p>
1	Compelling Storyline	<p>Integrate a well-crafted narrative that captures the player's attention and evokes different emotions.</p> <p>Ensure that the narrative includes well-developed characters and a clear plot that progresses logically and keeps players engaged throughout the game.</p>
2	Game physics	<p>Implement a physics engine to enable realistic physics interactions within the game. This will help to ensure that the game environment behaves in a realistic and intuitive way, which is important for creating a compelling sandbox experience.</p> <p>Have <u>at least two</u> physics properties.</p>
2	Object Interaction Mechanics	<p>Develop a set of interaction mechanics that enable players to interact with objects within the game world.</p> <p>This could include things like picking up and moving objects, collecting, rotating and resizing them.</p>

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		Have <u>at least two</u> interactions with the game.
2	Intelligent AI System // NPCs	Develop an AI system (or an NPC) that should simulate intelligent behavior and decision-making, and should be capable of adapting to the player's actions and changing game conditions.
2	Crafting Mechanism	<p>The crafting system should be designed to allow players to create new items and tools by combining different materials and resources found within the game world.</p> <p>Have <u>at least two</u> resources in your game that will allow you to create a new one when combined.</p>

TASK 3 *Upload your game on <https://itch.io/>*

1. Enter the Game Jam and publish your game on itch:
<https://itch.io/jam/faf-21x-laboratory-3>

RULES *Teamwork*

You must work in teams of 4-5 people.
Make sure to register your team here:
https://docs.google.com/spreadsheets/d/1gCF8f4amKVmkK-9Wt5-YoccnesHjLgZm_r2xboSc2DA/edit#gid=0