**Assignment MA1802 Early 2024**

Your assignment is to create a 3D game using Unity and C#. You have two options: choose between making a Walking Simulator or an Escape Room. Craft a single-scene game that aligns with your chosen genre. For Walking Simulators, prioritise exploration, storytelling, and environmental interaction. If you opt for an Escape Room, concentrate on building an immersive atmosphere with smart puzzles and challenges based on object interactions.

**Design**

The project must consist of a single scene representing either an escape room or a walking simulator.

The idea for the final project must be discussed with and approved by the tutor.

Ensure that the visual elements of the game align with the intended idea and atmosphere of the ideated concept.

**3D Environment**

Construct the 3D environment utilising assets from the Unity Store.

**Interactivity**

Implement a first-person controller that is responsive and intuitive, controlled by a keyboard.

Introduce a minimum of two interactive elements within the game, such as switches, movable objects, or unlockable doors.

**Scripting**

Include a minimum of two C# scripts (with comments) to enhance the technical aspects of the project.

**Deployment**

Build the application specifically for the Windows platform.

Prepare a brief, simplified Game Design Document, including: game overview (synopsis, concept, genre, target audience, platform), design choices (visuals, sound, level design), gameplay (objectives, mechanics, features), and screenshots.

Technical Acceptance Criteria: 50%

The project meets all the acceptance criteria.

Deployment: 15%

The application successfully builds as a standalone application for Windows.

The Unity project loads with no critical errors.

The submission includes the game documentation.

Application Quality: 15%

First-person controls are intuitive and responsive.

Scene aesthetics align with the chosen genre and maintain visual coherence.

Interaction with objects works and feels intuitive.

Project Quality: 20%

The Unity project demonstrates a logical structure and good organisation.

C# scripts are well-structured and include comments explaining the code.

The documentation encompasses all necessary information, and provides a screenshots and clear overview of the project.

* 23rd Feb 2024, 10 am: Pitching day, on which you need to present your game concept (more in Oral Pitch section)
* 2nd May 2024, 12 pm: Submission deadline
* 20th May 2024, 12 pm: the latest when you get the feedback