GA 3331 – Week 3 – Homework

You are to develop a prototype for a maze-style game in unity, utilizing the lessons explained during class.

Watch the video tutorials here if you need help:

<http://www.hutonggames.com/tutorials_game_design_with_playmaker.php>

You will need to show a label when you reach the exit:

<http://www.youtube.com/watch?feature=player_embedded&v=I9VwsVtbgFU>

And you will need to use triggers to detect that you reached it <http://www.youtube.com/watch?feature=player_embedded&v=BYwkd80T5Zk>

# Deliverables

* One ‘maze’ level that shows you a “You Win!” message when reaching the exit.

# Materials

* Triggers
* Third or first person controls
* GUI

# Recommended Process

1. Prototype out your level on paper first, and make sure it’s solvable!
2. Get your basic controller movement, camera, and win conditions completed first.
   1. You can use the built in first and third person controllers
3. Layout the level and playtest!