**GAME DEVELOPMENT (COMP3540 / COMP6540)**

**GAME PROJECT COVERSHEET**

*Your game name must start with ANU2023.*

|  |  |
| --- | --- |
| Game Name on Unity Play: | ANU2023 *Hurry! The Passenger* |
| Game Link on Unity Play: | *Put the link to your game here* |
| Preferred browser: | *Put your preferred browser to testing here* |

**Assets**

*Please log any assets that you have used, the source, and the licence. Please note that paid assets are not permitted, unless approved by the Convenor. Only assets from the Unity Asset Store, Unity Course Library, or approved asset websites (as per Wattle forum) are permitted, unless otherwise approved by the Convenor. Only assets for graphics, sound, and animation are permitted and not assets for code/functionality. List one asset per row and add rows to the table as needed.*

|  |  |  |
| --- | --- | --- |
| **Asset** | **Source** | **Licence** |
| SimplePeople\_Man\_Punk\_White | Unity Learn Course Library | Unity Asset Store Standard Licence |
| SimplePeople\_Man\_Business\_Brown | Unity Learn Course Library | Unity Asset Store Standard Licence |
| SimplePeople\_Woman\_Doctor\_White | Unity Learn Course Library | Unity Asset Store Standard Licence |
| SimplePeople\_Woman\_Doctor\_Brown | Unity Learn Course Library | Unity Asset Store Standard Licence |
| SimplePeople\_Woman\_Doctor\_Black | Unity Learn Course Library | Unity Asset Store Standard Licence |
| SimplePeople\_Man\_Business\_Brown | Unity Learn Course Library | Unity Asset Store Standard Licence |
| SimplePeople\_Man\_Punk\_Brown | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Veh\_Van\_Green\_Z | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Veh\_Car\_Blue\_Z | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Veh\_Ute\_Red\_Z | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Veh\_Bus\_Blue\_Z | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Ground\_Road | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Crate\_01 | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Money | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Small\_Plane02 | Unity Learn Course Library | Unity Asset Store Standard Licence |
| ! | Tunan Guo drew it | N/A |
| star | Tunan Guo drew it | N/A |
| arrow | Tunan Guo drew it | N/A |
| questionmark | Tunan Guo drew it | N/A |
| moneybag | Tunan Guo drew it | N/A |
| tasks | Tunan Guo drew it | N/A |
| MountainSkybox | Unity Learn Course Library | Unity Asset Store Standard Licence |
| SkyDome | Unity Learn Course Library | Unity Asset Store Standard Licence |
| Dialog Box | Alex Huang drew it | N/A |
| Icon Mouse Left | Alex Huang drew it | N/A |
| Barrier 4 Road Texture | <https://assetstore.unity.com/packages/2d/textures-materials/pbr-materials-sampler-pack-40112>  PBR Materials Sampler Pack | Unity Asset Store Standard Licence |
| Barrier 4 Planes | <https://assetstore.unity.com/packages/3d/vehicles/air/planes-choppers-polypack-194946>  Planes & Choppers - PolyPack | Unity Asset Store Standard Licence |
| Barrier 1 Ambient | <https://freesound.org/people/kyles/sounds/452307/>  by a busy road background.wav | Creative Commons |
| Barrier 2 & 3 Ambient | <https://freesound.org/people/soundmary/sounds/117590/>  Airport check in.wav | Creative Commons |
| Barrier 4 Ambient | <https://freesound.org/people/keng-wai-chane-chick-te/sounds/439536/>  AIRPLANES\_TAKEOFF\_ZAVENTEM.wav | Creative Commons |
| Barrier 2 to 4 Airport Buildings | Made by Haoting Chen | N/A |

**Team Details and Contribution**

*Please enter details for each team member in the table, including the distribution of percentage contribution to the project. The default contribution is an equal split (25% each for a 4-person team). If a non-equal contribution is provided in the table, each team member’s marks may be adjusted up/down based on the contribution. Each team member is required to sign below.*

*By signing this Coversheet, you confirm that the submitted Game Project is your own work, other than Assets as defined in the Assets log, and that you agree to the following contribution distribution.*

*We confirm that:*

* *We have submitted our Unity Files via Gitlab. We understand we will get a mark of 0 for the Game Project if we do not submit our Unity Files.*
* *We have submitted our playable game to Unity Play named as above.*
* *We have only used assets as identified in the table above.*
* *We understand that we will get a mark of 0 for the Game Project if we do not complete Peer Assessments on time.*

|  |  |  |  |
| --- | --- | --- | --- |
| UID | Name | % Contribution | Signature |
| U7227871 | Haoting Chen | 30% |  |
| U7435629 | Sylvie Chen | 22.5% |  |
| U7463831 | Alex Huang |  |  |
| U6861734 | Tunan Guo |  |  |

***Every member of the team must submit this to Wattle by the due date.***