

CGDD 4203: Mobile & Casual Game Development

3 Class Hours, 0 Laboratory Hours, 3 Credit Hours (3-0-3)

Assignment 2

Goal: You will develop a simple game, “Roll a Ball” and play it on your mobile device. The rule is very simple. As we already covered the essential materials in the previous slide M2_W3-1 related to this game, the player rolls a player's ball and hit the target, a rock, then you will earn a score, and that’s all! Then, to support the game experience, **you need to implement THREE different types of game control UI on your mobile device.** It is up to you, which UI functionality you can implement in your game! This assignment will be good practice for your final project!



Report format: To complete this assignment, submit these materials individually. Do not Zip:

1. Any Unity version is OK, report the used Unity version in the ReadMe file.
2. ~~Unity project~~
3. Game-build only
4. If you have a cross-platform (Windows&iOS), you can use Unity Remote 5
5. Video recording of your gameplay (**up to 5 min**)
 - a. Your gameplay video should clearly represent the items described in the grading rubric below, in order to earn full credits.

- b. You are allowed to edit the video for game presentation purposes only.
 - c. If you don't have a recording device, screen recording is fine, but you have a responsibility to represent the game clearly.
6. ReadMe file.

Grade: Each grading item will be graded individually, and partial credit is available.

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|---------------------|-----------------|----|
| GUI | Score or Status | 5 |
| UI (Interaction) | UI 1 | 10 |
| | UI 2 | 10 |
| | UI 3 | 10 |
| Audio | Background | 10 |
| | Event | 10 |
| Graphics | Resolution | 5 |
| | Texture | 5 |
| | Material | 5 |
| Physics | Collision | 5 |
| | Acceleration | 5 |
| Submit | Video | 10 |
| | APK or IPA | 5 |
| | ReadMe | 5 |