



PROJECT SPECIFICATION

A Maze**General Requirements**

CRITERIA	MEETS SPECIFICATIONS
Versions	The project uses the recommended version of Unity and the GVR sdk that's listed in the course content.
Files/folders to be included	<p>The submission includes the following files/folders:</p> <ul style="list-style-type: none">• README file at the top level of the submission folder• Unity project folder at the top level of the submission folder• Unity Assets folder• Unity Project Settings folder• Unity UnityPackageManager folder

CRITERIA	MEETS SPECIFICATIONS
Files/folders NOT to be included	<p>The submission does not include the following files/folders:</p> <ul style="list-style-type: none">• Unity Library folder• Unity Temp folder
README content	<p>The README file includes:</p> <ul style="list-style-type: none">• Description of the submitted project• Name of the main scene, i.e. the scene that should be loaded first• Name of all other scenes that that should be reviewed, if any• Unity version used• GVR SDK for Unity version used• Target deployment platform(s)

Gameplay Functionality

CRITERIA	MEETS SPECIFICATIONS

CRITERIA	MEETS SPECIFICATIONS
Maze	The Maze is designed in such a way that the user can not identify a path to the Key from the start position.
Waypoints	Waypoints are placed throughout the Maze in such a way that the users can navigate from the start position to all the game objects that can be interacted with, i.e. all the Coins, the Key, the Door, and the SignPost.
Coins	There is a minimum of five Coins in the Maze.
Key	There is a minimum of one Key in the Maze.
Door	The Door prevents the user from navigating to the SignPost until it has been opened.
Signpost	The Signpost cannot be seen or interacted with before the Door is opened.

Coin Behavior

CRITERIA	MEETS SPECIFICATIONS
Audio	When a Coin is clicked, a sound effect is played at the location of that Coin.
Collection	When a Coin is clicked, that Coin is removed from the scene hierarchy.

Key Behavior

CRITERIA	MEETS SPECIFICATIONS
Audio	When the Key is clicked, a sound effect is played at the location of the Key.
Collection	When the Key is clicked, the Key is removed from the scene hierarchy.
Unlocking the Door	When the Key is clicked, the Door becomes unlocked.

Door Behavior

CRITERIA	MEETS SPECIFICATIONS
Initial state	When the game starts, the Door is locked and closed.
Locked state	The Door cannot be opened when it is locked.
Unlocking	The Door can only become unlocked by clicking the Key.
Unlocked state	When the Door is clicked and unlocked, the Door starts opening.
Audio	When the Door starts opening, a sound effect is played at the location of the Door.
Animation	The Door is animated to an open position by code only, i.e. not by using animation and animator controller.

Signpost Behavior

CRITERIA	MEETS SPECIFICATIONS
Restart game	When the SignPost is clicked, the scene resets to its initial state so the game can be played again.