

Assignment Brief

Final Project: Serious Games

Start Date:		Deadline date:	Refer to Canvas
Date of Viewing (Formative Peer Review):		10am Wednesday 12 th January 2022	
Supervisor(s):	Mike Marriott		

Brief:

Research and present a 3D model of a Snakes and Ladders board game in a simple environment suitable to go into a Real Time Engine.

Presentation should comprise of 30 seconds of animation at half HD in MP4 format and one still image at 300dpi and NOT taken from your animated sequence.

Submit 10 screenshots of your modelling to include one of the complete scene. Edges should be visible in all of the shots.

Produce a 500 word critical reflection of your project. Word count should be within 10% either way.

Assignment detail:

- Basic research of your model.
- Produce and use suitable textures.
- All components and materials must be named
- You have the flexibility to produce your own styles of Ladders and Snakes.
- The original modifier stack for each object must remain unless your texturing requires you to collapse the modifier stack.
- Your 3D model must be suitable for a real time application
- Produce a 500 word critical reflection.
- Your submission should be made on Canvas

Project restrictions:

Time restrictions

Learning Outcomes:

- A consolidation of skills learned throughout the course.

Learning resources:-

Refer to list attached to program.

Assessable Component(s):

- 10% 500 word critical reflection
- 80% Efficient modelling, Accurate texturing and good lighting.
- 10% Final presentation.