

# Diorama Assignment

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# Your First Hand-In

- This will be a **formative assessment** – a challenge for you to make sure you understand how to use Unity, and to receive some feedback on your project – **the mark from this project is NOT assessed as part of your final grade.**
- The assignment is due for **hand-in** on **November 3rd, 17:00.**
- Your project should be handed in as a **zipped file** that includes:
  - The complete unity project in a folder marked '**Project**'
  - A runnable windows build of your project in a folder marked '**Windows Build**'
  - A short 500-1000 word '**Process Journal**' for the project, and the process you used to develop it.

# Your First Hand-In

- For your first project, you will be asked to **create a small, single scene 'diorama' in Unity**, with a **simple camera controller that allows you to rotate and zoom around your project**.
- In addition to this feature, there should also be **at least one interaction** (and hopefully more) in your scene. This can be a series of color changes, animations, light changes, audio triggers, etc., of your choosing.
- Your project will be assessed on your ability to achieve these goals and produce a clean, effective, coherent project and process journal.

# What is a Diorama?

di·o·ram·a - noun

- a model representing a scene with three-dimensional figures, either in miniature or as a large-scale museum exhibit.



# The Process Journal

- Your process journal should be 500-1000 words long and include:
  - Who you are on a title page
  - A short **description of the project's overall 'goal'**
  - A short **description of how the project runs**
  - A short **breakdown of the development process**, including any specific challenges you faced, and how you overcame them
  - A **self critique** of your final project.
  - An appendix of **3<sup>rd</sup> party resources** you used in your project (this does not count towards your word count).
  - The liberal **use of images is encourage**, but not mandatory.

# The Unity Project

- Your Unity project should be **well organized**.
  - Be sure to **mark any assets you did not create yourself**.
  - **Use appropriate folders** for the project.
  - You only need to send the '**Assets**' and '**ProjectSettings**' folders from the Unity project – everything else will regenerate when you open the project

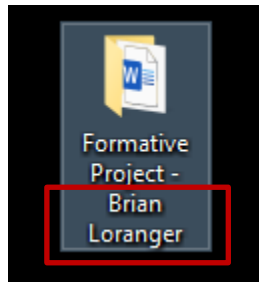
# The Windows Build

- Don't forget **to include the entire build** (not just the .exe file) – check that it runs before handing it in.
- Make **sure your windows build can be exited** without having to use CONTROL+ALT+DELETE

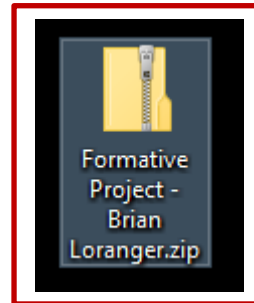
# Delivering your Zip File

- You may **deliver your project in one of two ways**:
  - Using a **cloud sharing service**: Upload your zip file to a sharing service and make sure it can be downloaded by me. Its often best to make sure the file is downloadable to anyone with the link (as opposed to forcing someone log in with an email address to download it). The college offers each student a OneDrive folder, which is the preferred method for your delivery, however Google Drive or Dropbox can be used as an alternative if there are technical issues, but **do not use WeTransfer**.
  - You may in rare cases put your project on a **USB stick** and hand it in to reception as SimVis, but please note that returning your USB stick is not guaranteed. **(Note that with the current Covid-19 situation, this is not ideal. Please use the cloud sharing option).**

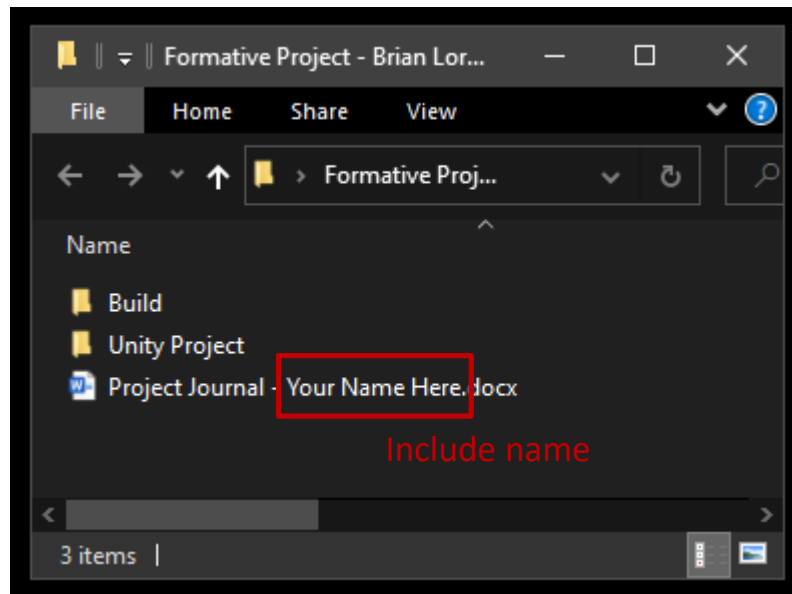
# Delivering your Zip File



Include name

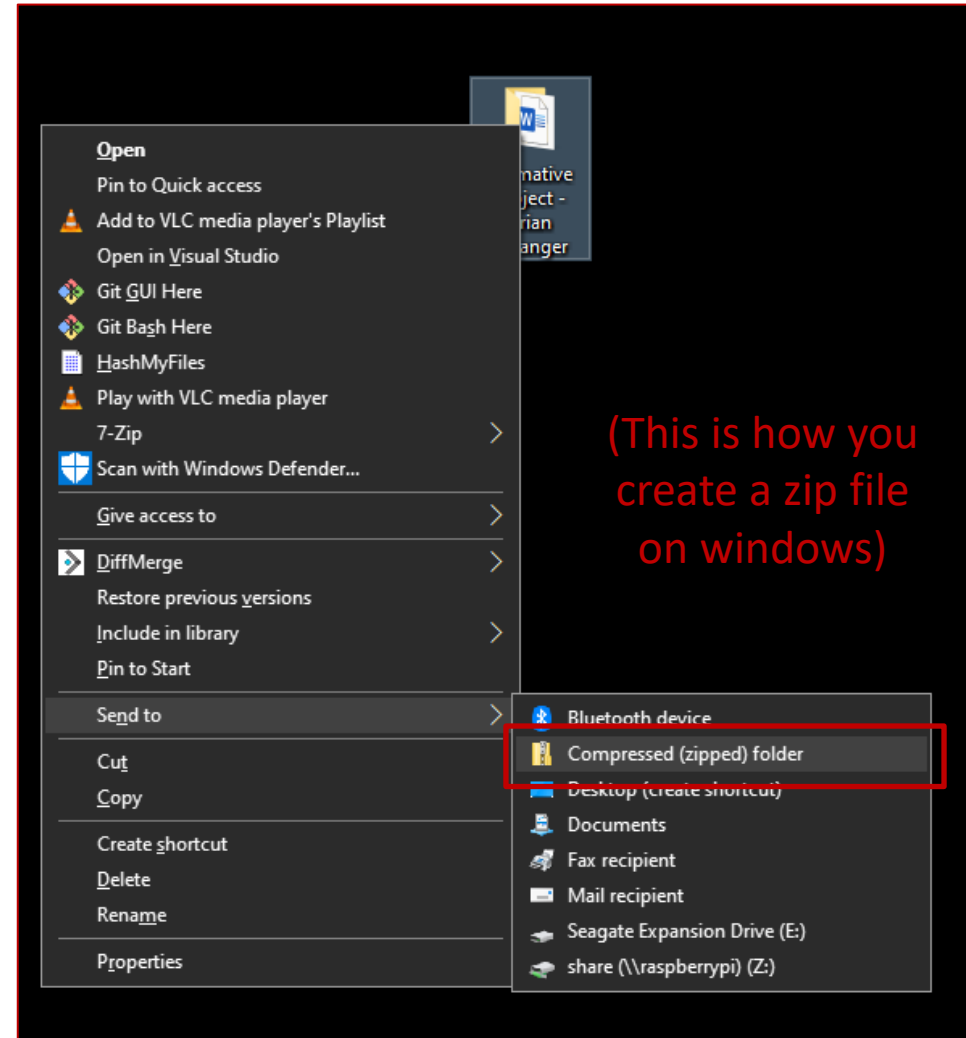


Your zipped submission should look like this



Include name

*contents of your folder*



(This is how you create a zip file on windows)



# Marking

- You will be marked in the following manner for this project:
  - 80% of your mark will come from your Unity work. This includes:
    - The presentation of your project – is it a ‘complete experience’ that flows logically and is easy to work / navigate.
    - The organization of your project – this includes:
      - The use of appropriate naming conventions for files / classes / methods / variables
      - The use of comments within your code
      - The organization of your scene and project hierarchy (well organized folders, etc.)
      - The removal of unused / excess material from your project
  - 20% of your work will be covered by your process journal, (as described in the slides above).

# Next Class

- Present a basic idea for your project
- homework – figure out what your project is about
- An introduction to Scripting in Unity

