# 3D Game Engine PRogramming – Casual Games Project

# (Part 1 Team and Design)

## Team Requirements

* Team sizes of between 2 and 4 are allowed.
* Teams are to be formed by students.
* All team members must contribute to the code of the project.
* All teams must use GitHub for source control and all team members must contribute to the project repository.

## Game Requirements

* Must feature secure account registration and login functionality
* Must feature in game text chat functionality
* Must support multiplayer
* Must feature at least one playable level
* Must feature at least two Web API powered features (excluding an in game shop)

## Notes

* You cannot use a Unity sample game or follow any tutorials on how to build a complete game.
* You can use content assets from the unity store.
* All work presented must be your own. Any code that is not must be clearly marked as so.
* Keep your idea simple and to point.
* All code is expected to correctly structured (proper use of components, game objects etc.)

# Team

|  |
| --- |
| Project Name |
|  |

Fill out the below table with your team members information.

|  |  |
| --- | --- |
| Student Name | Student Number |
|  |  |
|  |  |
|  |  |
|  |  |

# Game Proposal

This proposal should be no longer than a single A4 page of text but no shorter than half of an A4 page of text.

## Idea Overview

A one paragraph overview of what the game is. This should be short and to the point with no detailed gameplay or technical information.

## Core Mechanics

Detail the core mechanics of the game.

* How is the game played?
* How do players win? What are the end conditions ?
* What are the multiplayer features?
* What the Web API features?

## Levels Overview

Detail the number of levels and what features in each level.

* How many levels will there be?
* What is the setting for the level?
* How will the multiplayer features be used within the level?
* How will the Web API features be used in the level?