Combined Assignment 2 & 3
IMD 3901
Anthony Scavarelli

Jude Abu-Farha
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For our Design Studio 3 class, we were tasked with completing 2 individual technical assignments. Assignment 2 which is to create a multiplatform VR game and assignment 3 which is to create a multi user interaction. Due to my circumstances I got approval to submit a combined assignment. The assignment must fulfill assignment 3 requirements as well as add a multi-platform component. I started off by going through all the lectures and following along to complete all the tutorials in order to gain the skills and experience required to complete the assignment.

For the idea I wanted to create a space game where the user would go around "taking over the planets". The idea of the game is how many planets can the user conquer. As you enter the game the user is in a starry night space like environment. The game is created with 2 game modes - Team mode and competitive mode. In team mode the used can either play on their own or have multiple people join the game. The point of this game mode is where the user is basically discovering the environment and collecting planets, no competitive element involved. The score is pinned to the middle and refreshes in real time on all client screens. When 10 planets are collected the game is over and there are no planets left to collect. The other game mode is competitive mode where users are competing to collect the most planets. Each user has their own individual score and after all the planets are collected there is one winner and one loser. The default game mode is always in team mode. There are 2 buttons on the screen and this is for the game controls the blue button controls the game mode and the red button procedurally generates 10 planets at random locations. I got the game to work on mobile and work well, moving the phone around and tapping the screen are used for the environment controls.

I struggled with getting the starry environment, took me time to figure out how to do that. Additionally I struggled a bit with randomly generating planets around the environment. Overall the assignment went well and I was able to fulfill the requirements successfully.

https://github.com/judeabufarha/DS3_A3