

Class name: Multimedia Technologies

Course: Informatics Engineering

Date: 11-05-2023, year 2022-23

Deadline: 12-06-2023, 23:59

TP2 Unity

Create a simple 3D game using the game engine Unity and the knowledge acquired during the practical classes. You are free to propose your idea for the game as long as you use Unity and manage to show that you have acquired a sufficient level of comprehension on the engine's mechanics and scripting.

Minimum requirements

- User input (mouse and/or keyboard);
- An interface;
- A scenario and different GameObjects to interact with it.

Groups and ideas

This TP2 will be done individually or in groups of 2 students, these groups will have to present their work together. Ideas and each student's information should be added to the excel sheet file on Moodle until 23-05-2023.

Delivery:

- **GitHub**, create a folder with the name "TP2-30301-30302", with the numbers of the two students of the group after the TP2, and your Unity Project inside that folder;
- **Moodle**, add a .txt file with your GitHub's project URL (Project's visibility must be set to public).

Notes:

1. Delivery must include a report with development features and gameplay instructions.
2. The game needs to be deployed online (itch.io or another similar platform).
3. Presentations will take no longer than 10 minutes (5 min for gameplay + 5 minutes to explain the code).

Good luck,

Alexandre Silva, Beatriz Miranda, Marcelo Antunes Fernandes, Paula Rego