

CSC 4263 Assignment 1

Goals:

- Get familiar with Unity and know to create a game with Unity
- Demonstrate your strength and skills in your game design

Description:

In this assignment, you'll individually develop a game using Unity. An acceptable example of the individual game could be a pinball game developed in Unity that launches at least one ball and has two paddles (and at least some obstacles) to deflect the ball. For art students, you can create 3D models, 2D sprites, textures, etc. and import them into Unity. You need to create at least two artworks.

Submissions:

Upload your work to the CS classes server (classes.csc.lsu.edu). Please use folder "prog1".

All students:

- Due on January 23, 2019 (23:59pm)
- Upload your Unity Assest folder
- Upload a report on how you design the game
- Upload a runnable MacOS application (or Windows executable) + data folder

Art students:

- In addition to the Unity folder and executables
- Upload the source files for your artwork (images, sketches, 3D models, etc.)

Grading:

- Game/art design – 80%
- Presentation – 15%
- Report – 5%

Presentation:

- The presentation will be in classes on 1/24 & 1/29 (might need an extra class depending on the actual situation)
- Presentation length is 3 minutes (maximum) per student.
- Please bring your own laptop computer for presentation (you need to have VGA or HDMI connection to send to the projector).
- To present, simply run your executable, demo your work, explain anything you did that stands out.
- Art students also show your sketches.
- *The point of this presentation is to find compatible team mates, so talk about any strength you have.*