

School of Systems Engineering

Assessed Coursework Assignment Brief

Module code: SE3VR11

Lecturer responsible: Prof Richard Mitchell

Coursework description: A Simple World in Unity

Work to be submitted on-line via Blackboard by 10:30 am on: Feb 12 2016

Work will be marked and feedback returned by: Feb 26 2016

This coursework should be submitted on-line through Blackboard Learn. You should submit a compressed ZIP file of your working Unity.exe, the associated _Data folder with its appropriate files and the word document specified below.

NOTES:

By submitting this work you are certifying that it is all your own work and that use of material from other sources has been properly and fully acknowledged in the text. You are also confirming that you have read and understood the University's Statement of Academic Misconduct, available on the University web-pages.

If your work is submitted after the deadline, 10% of the maximum possible mark will be deducted for *each* working day (or part of) it is late. A mark of zero will be awarded if your work is submitted more than 5 working days late. You are strongly recommended to submit work by the deadline as a late submission on one piece of work can impact on other work.

If you believe that you have a valid reason for failing to meet a deadline then you should complete an Extenuating Circumstances form and submit it to the Student Information Centre *before* the deadline, or as soon as is practicable afterwards, explaining why.

MARKING CRITERIA

This assignment is worth 25% of the marks for the whole coursework, which in turn is worth 30% of the marks for the module/

The table below shows the mark scheme for the assessment

Part of Submission	Marks available
Basic Building, including door and windows	30
Use of textures for building and its surroundings	10
Ability to move round the world	30
Inclusion of external 3D mesh (eg .obj, .fbx)	10
Inclusion of your name in scene	10
Document on your world (see below)	10

As a guide, in each category a lower second class mark will be awarded for a simple implementation, whereas a first class mark will be awarded where there is a more advanced or novel implementation, with good scene realism (including suitable lighting and shadows).

ASSIGNMENT DETAILS

The first part of the Virtual Reality Coursework is to be done individually, and it requires you to develop a simple virtual world in the Unity game engine with which there is some form of human interaction. Guidance on using Unity will be uploaded to Blackboard.

The world you should generate should incorporate a simple model of a building – it could be a simple room - which can be explored – the user should be able to move around it or enter through an open door.

The world should include different colours/textures – such as bricks for the walls of the building, grass or concrete for the outside.

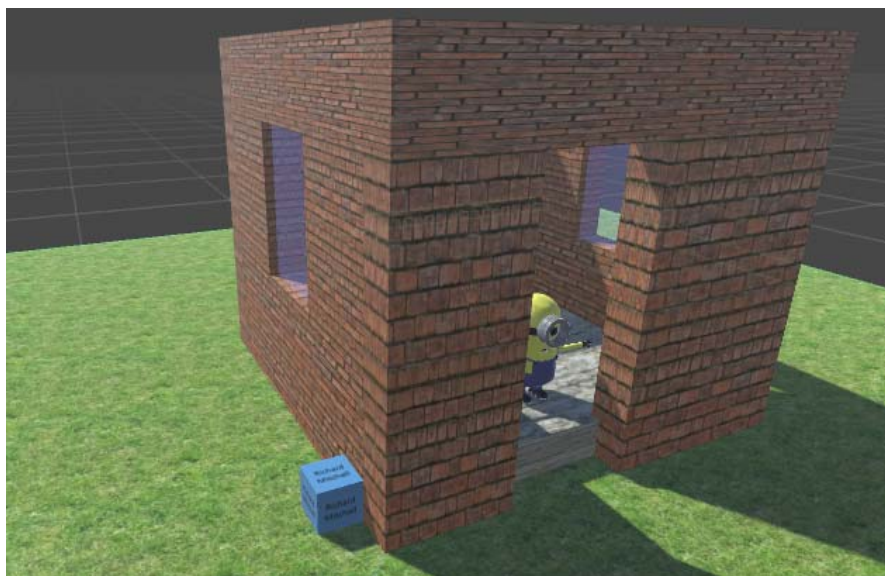
You should include at least one window so the user can see into the building.

Some means should be provided whereby the user can move round the world, such as FirstPersonViewer, or you could write a suitable script.

You should also import into your world an external 3D model (.fbx, .obj or other compatible file): such objects can be found online.

You should somehow include in the scene your name – by for instance creating a material with an image with your name on and applying it in the scene.

The Figure below illustrates a simple example of such a world.



Document

A brief document is required with your name, student number, a screen shot of your world in play mode (windows' snipping tool is useful here), information of the sources you used to generate your scene, any code you wrote, and a list of commands which are used to navigate the world.