

## Unity Project – Original Videogame

Due: June 13, 2025 @ 3:30 PM

Late submissions accepted until: June 23, 2025 @ 3:30 PM



### Description

We're taking everything we learned in semester 2 from Unity's \*Create with Code\* curriculum to build an original videogame in Unity. You've got full creative freedom—as long as it's appropriate for school and meets the requirements.



### Game Requirements


Your game must include:

#### Core Features

- Characters/Entities:
  - At least 2 characters or entities
  - One player character (hero)
  - One enemy character (villain)
- Player Movement:
  - Controlled with mouse and/or keyboard
  - Movement area clearly defined
- Obstacles:
  - Player must overcome obstacles (e.g., enemies, walls, platforms)
- Collision Detection:
  - Includes interaction between player and other objects (e.g., platforms, enemies, projectiles)
- Title Screen:
  - Must have a title screen with at least one button to start the game
- Text/User Feedback:
  - One or more examples of text updates during gameplay (e.g., score, health, lives)
- Power-Up(s):
  - At least one power-up that boosts or benefits the player
- Models:
  - At least two non-primitive assets or models
  - These can be:
    - Built from primitives
    - Created in Blender
    - Imported from past Unity projects
- Sound:
  - One piece of background music
  - One sound effect or byte (e.g., jump, hit, power-up)

### **User Experience (Choose at least 2)**

- Tutorial/Instructions: Controls and objectives should be clear
- Restart Feature: Ability to restart after Game Over
- Difficulty Modes: At least two (e.g., Easy, Normal, Hard)
- Endgame Condition:
  - Must have a Game Over screen and restart option
  - Optional: A Win screen

Reminder: Your game must be fun! (See rubric below )

### **Bonus Stretch Goals (Choose at least 1)**

- Pause feature
- Multiplayer or Split-screen
- Save files (e.g., progress, settings)
- Leaderboards (persistent high scores)
- Achievements system

### **Project Deliverables**

Submit either:

- A OneDrive share link to your Unity project
- A .unitypackage file

Place the link in a Word document and upload that to the assignment page.

You must demo your game.

## Rubric

### Game Requirements (Weight 20%)

| Score                    | Description                                |
|--------------------------|--|
| 5 – Extensive Evidence   | Evidence addresses ALL target requirements |
| 4 – Convincing Evidence  | Addresses MOST (missing 1-2)               |
| 3 – Approaching Evidence | Addresses more than half                   |
| 2 – Limited Evidence     | Addresses some (less than half)            |
| 1 – No Evidence          | No attempt shown                           |

### Quality Assurance (Weight 20%)

| Score                    | Description                                       |
|--------------------------|---|
| 5 – Extensive Evidence   | Runs start to finish bug-free, polished, great UX |
| 4 – Convincing Evidence  | No major bugs, minor polish issues                |
| 3 – Approaching Evidence | Runs start to finish with some bugs               |
| 2 – Limited Evidence     | Runs, but with game-breaking bugs                 |
| 1 – No Evidence          | Game doesn't run                                  |

### Fun Factor, Creativity, Originality (Weight 5%)

| Score                    | Description                     |
|--------------------------|---------------------------------|
| 5 – Extensive Evidence   | Super unique, creative, and fun |
| 4 – Convincing Evidence  | Somewhat derivative or not fun  |
| 3 – Approaching Evidence | Lacks originality or fun        |
| 2 – Limited Evidence     | Not original, creative, or fun  |
| 1 – No Evidence          | No game was made                |