**Advanced Game Development: Week 5-6 Assignments**

Submit assignments via GitHub : [https://github.com/](https://github.com/mcteapot/CTIN485L_AdvancedGameDevelopment_Spring2016)

Create a Github account and user subversion to upload project and email assignment by week 1 and add **mcteapot** to project or email link to [**archieoi@gmail.com**](mailto:archieoi@gmail.com)**.** Progress will be tracked.

**Assignment Week 5-6 – Starting a RTS**In an RTS the participants position and maneuver units and structures under their control to secure areas of the map and/or destroy their opponents' assets. In a typical RTS, it is possible to create additional units and structures during the course of a game.

With your partner create 3 movable units, that will become the start of your own RTS game. The Units must be rigged, and animated with an idle, walk, and attack animation. Create an environment with a NavMesh to bring units around a map.

Be creative on your units, think outside the box of regular fantasy or sci-fi.