# AGES Project 1

## General Requirements

1. ~~3D Unity game~~
2. ~~1920x1080 or 1280 x 720 target resolution~~
3. ~~Gamepads should be the primary input. Mouse / keyboard only for debug builds / development convenience.~~
4. ~~Two to four player local multiplayer~~
5. ~~All players must be on the same screen. No splitscreen.~~

## Gameplay

1. ~~Real-time, competitive gameplay pitting players against one another~~
2. Players must be able to win or lose, but you are free to determine the specific victory conditions
3. Characters or vehicles that can move around and shoot some sort of projectile (raycast guns, throwing banana peels, firing tank shells—anything works)
4. ~~There must be some distinctive gameplay difference (addition or significant modification) between your project and the in-class and homework examples.~~

## User Interface

1. Main menu with credits info as well as start and exit game
2. Credits must include specific mention of any resources you did not create along with links to the resource (asset store links, etc.). If the links are too long or unwieldy, use a URL shortener.
3. ~~A join screen or other mechanism for indicating how many players will be participating.~~
4. An after-action review with clear information about scoring, winners and losers, as well as a way to play a gain or return to the main menu

## Assets

1. ~~All assets must be either original, used with permission, or royalty-free / open source. Anything from the asset store, standard assets or a Unity tutorial project is fair game. Don’t forget credits requirements listed above.~~
2. ~~Placeholder art is fine as long as it reads clearly and does not negatively affect usability.~~
3. At least three sound effects
4. At least two particle effects
5. Title screen music and background music during gameplay

## Scripting

1. ~~You must author all code in the project with the following exceptions:~~
   1. ~~Standard assets~~
   2. ~~Pro builder~~
   3. ~~Tanks! tutorial~~
   4. ~~In-class demos~~
2. ~~All original code must comply with our class style rules~~

# Building and Submitting your Game

* Your game must be uploaded on a public GitHub repository. This includes all the project files, not just a build. You must submit a link on Moodle to your repository.
* You must provide a build (unzipped!) in the Classfolders/pub location for our class.

# Grading Criteria

## Project Meets Requirements (30%)

Project satisfies all stated requirements.

## Overall Design (10%)

Project is original, interesting, and compelling.

## Usability (20%)

Players can figure out how to play without extra-game assistance. Game clearly provides information players need to succeed. Level design, learning curve, difficulty curve, and controls are user-friendly. Any frustrating content is intentional, carefully considered, and justifiable per the game’s larger design and style.

## Functionality (20%)

Game plays and functions well. No performance issues. No glaring or progression stopping bugs.

## Polish (10%)

Assets work well together. The game feels complete and finished. Gameplay is well-balanced. Details such as animations and UI transitions are present and nice looking.

## Scripting and Unity Project (10%)

Code and Unity project are well-architected and conform with class style guidelines.