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**COMSATS University Islamabad (Lahore Campus)**

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**Assignment <2>– SPRING 2024**

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| Course Title: | | Game Development |  | Course Code: | CSC495 | Credit Hours: | 3(2,1) |
| Course Instructor/s: | | Saira Aslam |  | Program Name: | BCS/BSE/BCE | | |
| **Due Date:** | | **11:55 pm 20th April 2024** |  | **Maximum Marks:** | | **50** | |
|  | **Important Instructions:**   * Do your Assignment in new Unity Project * **Submit 5 screenshots of your game, a 5 seconds video and cs scripts as in ONE DOC FILE and submit as your registration\_number.doc , like FA21-BCS-00.doc** * DO NOT COPY YOUR WORK FROM ANY SOURCE * Submit your Assignment at Google Classroom Assignment 2 folder * **MAKE THIS ASSIGNMENT IN A GROUP OF TWO STUDENTS** | | | | | | |

**Question Marks: 50**

***CLO: <2>; Bloom Taxonomy Level: <Creating>***

1. Group member 1 Reg # \_FA21-BSE-133\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Group member 2 Reg # \_\_ FA21-BSE-127\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_











