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SEG3125 (Analysis and Design of User Interfaces)
Winter 2018

Game Laboratory Session project:
A Trivia Game in Unity

The purpose of this project is the implementation of a trivia game. The primary goal of the project is the design and development of the User Interface (UI).

The requirements listed in this document represent the minimum set of restrictions that need to be implemented. Students are encouraged to evaluate games from similar categories but are required to implement the features as required by this document.

For this lab project, you will create **a Trivia *Game***. The game must allow players to:
  1. Start a new game
  2. Play a Trivia Game (minimally five rounds)

Note: As game development is a complex task, students are not required to implement complex game features.

The number and structure of the scenes necessary to implement the game is not restrictive and students can choose to implement them as they desire. However, students should implement *at least* two scenes, one for the overall menu system and one for the actual game execution. The required components for the game are listed as follows:

Page	Description
(1) Main Menu	Presents the game splash-screen and start menu. It is the first screen seen by players and displays the logo of the game as well as basic interaction options. Required items: • **New Game**: Starts a new Game.
(5) The Game	This screen displays the status of the current game session and provide useful information to the player during gameplay. Please see image below**.** **Required Elements:** • Game Score • Game Timer • The trivia questions

Note: The descriptions above *may* do not fully summarize complete feature set of the game implemented by students. These descriptions should not restrict your creativity in designing your video game. The game themes proposed are references and students should choose to implement the solution that they are more comfortable with. You are free to design and implement your game in any way you want so long as you include all the required features listed.

The Trivia Game should at least have **five** rounds and display the **current points** (you can implemented your desired logic for the points) of the player, a **timer** (by default the player must complete the question in 20 seconds) and the question itself. The following image shows an <u>example</u> of the set of **<u>minimal</u>** required elements.

Help!

The following training session may help you with your task:

https://unity3d.com/learn/tutorials/topics/scripting/intro-and-setup

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Assignment Delivery

What to submit?

Nothing! You will simply show a demo of your website to the TA. The TA will also ask you questions about your design decision and will ask to navigate on your website.

When can I demo?

You have at least 3 lab sessions to complete and demo your application. Demos are performed on a first come first served basis. Therefore, the TA might have lots of demos to go through on the very last

session. Consequently, if you finish early, it is advisable to demo your work immediately and not way until the end.

How will I be evaluated?
This is the marking scheme:
- Game supports all the functions specified in the Introduction (60 points)
- User interface is well designed and follows the Heuristic principles seen in class (40 points)