

Rubric for Milestone 2: Project prototype

The maximum number of points for an item is between square brackets []. The numbers that appear in the feedback column follow this breakdown.

1. [1.0] The prototype compiles, runs and can be played.

The prototype includes:

2. [1.5] 3D rendering (using mostly functionality provided by Unity).

2.1. [0.5] Isometric projection. Alternatively, the game can use perspective projection with parameters that enable little distortion at the horizon.

2.2. [0.5] Appropriate illumination: sufficient light sources, located at strategic positions.

2.3. [0.5] Shadows provided with shadow mapping.

3. [2.0] 3D models for game objects.

3.1. [1.0] Meshes for terrain and units. A plane for the terrain is fine for the first prototype.

3.2. [1.0] Models have appropriate material definitions and possibly textures assigned to them.

4. [0.5] Collision detection between objects, and between objects and terrain.

5. [0.5] A few instances of each type of unit already created when the game starts.

6. [3.5] Implementation of the actions and interactions between units.

6.1. [1.0] The user is able to select a unit, an action/interaction, and a target (for the interactions).

6.2. [1.5] The unit carries out the action/interaction. It is fine if the models remain static and the units move around rigidly.

6.3. [1.0] The action/interaction has an effect on the world state, when expected for the action/interaction. For example, a “harvest resource” action would change the world state (reduce the amount of available resources in the world); a “move-to” action would not result in a change.

7. [1.0] Camera movement: the camera moves as the player scrolls around the terrain.

Alternatively, the camera can track the object on focus.

Total: 10 points.