



### ARTIST/PROGRAMMER PROJECT DESCRIPTION

One to two students will create a game using the provided animations, props and locations. The final game will have one of the provided levels fully Implemented and playable. Placeholder levels can be white boxed if level models are not completed but must be switched to final levels before final project submission. Each level will have destructible props that will provide power-ups and are to be scattered throughout the level. New power ups or destructible props should be dynamically spawned based on time.

Two characters will be implemented in the arena (level) to battle using the animation list provided. All animations from the list must be implemented but can be split between the two characters if there are multiple types. I.e. Three taunts will be provided but each character can use one taunt.

The game has the following states implemented:

- Title state
- Game play state
- Pause state - Can be called by any player and should give the user that called Pause the ability to quit the game by forfeiting the match.

The player can be in any one of the four animations states:

- Movement
- Attack/counter
- Defend/recover
- Taunts/death

The props will have the following states:

- Idle
- Destroyed



**HUMBER**

School of Media Studies  
& Information Technology

**GAME260**

**Game Computing 2**

## EXAMPLE:



Video Link: <https://www.youtube.com/watch?v=4La5vqpshtg>

Facebook group has been created for communication between everyone involved. Link will be updated on Blackboard once made available.



Animation Lists to Implement:

Movement	Attacks/Counters	Defence/Recovery	Taunts/Death
Idle 1	Shield bash	Block	Strut (Taunt)
Idle 2	Shield charge	Parry	Taunt 2
Walk	Slap	Hit reaction	Taunt 3
Walk Backwards	Grab, Throw	Power Up	Death
Run	Bite, Counter	Balance	
Turn	Surrender / Strike	Hit by Ranged Attack	
Jump, Roll	Sparta Kick, Bow Draw	Knockdown	
Step Up / Down		Recovery	
Side Step		Stun	
		Wounded	

Props Lists to Implement:

- Destructible props that can hold items or nothing
- Non-Destructible props should be imported
- See prop packs for assets and animations

Locations List as Levels:

- Cyber Punk Style
- Medieval Style
- See prop packs or animation packs for location models

Characters

- Kim\_Miru\_MaleCharacterHIPOLY\_ANMN\_255\_ONB
- See prop packs or animation packs for location models



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Description	Due Date	Value
<p>Implement a two player game where the players can be controlled using Keyboard or Controller. All animations per player must be implemented in the game. Props should be implemented so they can be destroyed, revealing bonus items. Levels should have props laid out to start but will have them randomly spawn as the game is being played.</p> <p>Animations</p> <ul style="list-style-type: none"><li>• All animations from list are fully implemented</li><li>• Animations can be triggered using the keyboard or controller</li></ul> <p>Props</p> <ul style="list-style-type: none"><li>• Can be smashed, bashed and stomped</li><li>• Animations of them being destroyed should be played</li></ul> <p>Locations (Arenas)</p> <ul style="list-style-type: none"><li>• Imported and implemented with collisions throughout</li><li>• Props should be placed in the level and spawners created to randomly spawn new props based on time</li></ul> <p>Filename:</p> <ul style="list-style-type: none"><li>• GAME260_ARTPROG_Last1_First1_Last2_Firstname2.ZIP</li></ul> <p>Submission:</p> <ul style="list-style-type: none"><li>• <a href="#">Blackboard</a></li></ul>	Week 15	15%

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<b>RUBRIC – PART 1</b>				
<b>CRITERIA</b>	<b>1 POINT</b>	<b>2 POINTS</b>	<b>3 POINTS</b>	<b>4 POINTS</b>
<b>Importing Assets: Level</b>	Placeholder asset used in game	Level imported with incorrect settings or textures	Level imported with incorrect settings and textures	Level imported properly with no issues
<b>Collisions: Level</b>	Implement but not functional	25-50% of the level has colliders or triggers added	50-75% of the level has colliders or triggers added	All of the level has colliders or triggers added
<b>Importing Assets: Character Animations</b>	Imported but not functional	25-50% of character animations imported	50-75% of character animations imported	All of the character animations imported
<b>Animation: Avatar Creation</b>	Created but not functional	Avatar created and attached but not functional	Avatar created and attached to one of the players	Avatar created and attached to both players
<b>Animator Controller: Creation</b>	Created but not functional	Animations added but have no transitions	Animations added but transitions need work	Animations added and transition smoothly
<b>Script: Player 1 Character Movement Controller</b>	Implemented but not functional	Character can be controlled by keyboard or controller		
<b>Script: Player 1 Character Animation Controller</b>	Animations are set but not connected to animator controller	Animations are set and connected to the animator controller	Animations are transitioned but need work	Animations are transitioned smoothly
<b>Script: Player 1 Character Mechanic State Machine</b>	Keyboard or controller has been implemented for one state	Keyboard or controller has been implemented for two states	Keyboard or controller has been implemented for three states	Keyboard or controller has been implemented for all states
<b>Script: Player 1 Movement Animations</b>	Implemented but not functional	25% of animations implemented with script	26-50% of animations implemented with script	All animations implemented with script
<b>Script: Player 1 Attack/Counter Animations</b>	Implemented but not functional	25% of animations implemented with script	26-50% of animations implemented with script	All animations implemented with script
<b>Script: Player 1 Defend/Recover Animations</b>	Implemented but not functional	25% of animations implemented with script	26-50% of animations implemented with script	All animations implemented with script
<b>Script: Player 1 Taunt/Death Animations</b>	All animations implemented with script			

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RUBRIC – PART 1				
CRITERIA	1 POINT	2 POINTS	3 POINTS	4 POINTS
<b>Script: Player 2</b>	Second idle animation or taunt implemented	Second idle animation and taunt implemented		
<b>Importing Assets: Props</b>	Placeholder asset used in game	Level imported with incorrect settings or textures	Level imported with incorrect settings and textures	Level imported properly with no issues
<b>Prefab: Props Creation</b>	Created but missing components	Created and not missing any components		
<b>Animator Controller: Props</b>	Implemented but not functional	Implemented but only plays idle animations	Implemented and plays all animations	
<b>Prop Controller: Destroying</b>	Implemented but not functional	Can be destroyed but no random power up dropped	Can be destroyed and with random power up dropped	
<b>Prop: Destruction Implementation</b>	Implemented but not functional	Prop can be destroyed by player but no animation	Prop can be destroyed by player with animation	Prop is destroyed after being thrown
<b>Prop: Spawner</b>	Implemented but not functional	Props are spawned at random locations based on time		
<b>Game: Playability</b>	Game does not play well	Game plays well but needs improvement	Game plays well	
<b>Game: Mechanics</b>	Implement but not functional	25-50% of the mechanics implemented	50-75% of the mechanics implemented	All of the mechanics have been implemented
<b>Game: Controls</b>	Implemented but not functional	Controls implemented but need work	Controls implemented and work well	
<b>Game: States</b>	States created be cannot be transitioned into	One state implemented and can be transitioned into	Two states implemented and can be transitioned into	All states implemented and can be transitioned into