MMED-1031-Game Design 1
"Unity Proxy Level" (30%)
Due date: Class 14 – April 15th(1A/3C) or April 17th (2B)
Checkpoint: Class 12 (in-class) 5% (a separate mark from your final)

Premise:
You are to use your concept design from the previous assignment to produce a **Proxy Level** in Unity. The goal is to have a level with the technical side (layout, interactivity) all configured and tested BEFORE any finalized art or audio would go into it. Note: Refer to Assignment 5 (both the assignment sheet and PowerPoint) for more details on the final which is mentioned at length there as well.

Requirements:
- **Level is playable** from start to finish
  - **First Person Controller** is implemented
- **Triggers + Animations** are used for the various player obstacles, and consider them for other environmental/atmospheric aspects in the level
  - Trigger Scripts provided **are the only ones used**
- All objects in level are **placeholders** – basic Unity shapes (primitives) made into prefabs
  - Use basic **Materials** to define different objects
  - Marks may be deducted for objects/textures that are polished!
- **Project is organized** in folders and animations/prefabs/etc are named appropriately
- Project **has been compiled** to an exe + data folder and functions properly

NO OTHER UNITY SCRIPTS OR PLUGINS ALLOWED. Work with the constraints and be as creative as possible!

Your 5% Checkpoint will check that your level is either (a) partially completed (3 of 7 rooms + interactions implemented) or (b) the entire level is laid out, but lacks interactions. This will be marked in-class so you must bring your project files ready to run on the school PCs

Advice:
- **SCOPE** – quality over quantity. Consider adding more/different interactions once you have everything else working and you still have time!
- **MANAGE YOUR TIME** – don't leave things to the last minute!
- **PLAYTEST** – make sure your level layout and interactions make sense – other people need to try!

Submission Requirements:
You will submit a single zip file with **TWO SEPARATE SUBFOLDERS** of content:
1. **Unity Project**: your entire Unity Project (uncompiled)
   *If the project is not included, you get a zero!
2. **Compiled Game:** your compiled EXE and DATA folder ** don't forget DATA!

EG: Inside "**Benstead_Todd_FinalAssignment.zip**"

Benstead_Todd_CompiledLevel — Your compiled level (exe+data folder)
Benstead_Todd_ProxyLevel — Your Project folder in its entirety

Unity Level Proxy Assignment (30%)

Level Compiled (10 marks)		
The Level ...		
is compiled correctly and has no errors on execution (8-10)	is compiled and working, but has some (gameplay) errors on execution (6-7)	compiled version was not submitted, or does not run on execution (0-4)

Environment / Level (30 marks)			
The Level ...			
Has been implemented and assembled effectively with prefabs, with colliders and no obvious level-placement errors (24-30)	Has been implemented adequately with prefabs, with minor collider / level - placement errors (21-23)	Has been implemented roughly, with notable collider / level placement errors, or lacking the use of prefabs (18-20)	Fails to implement the level effectively, with collider / level placement errors affecting playability and lacking prefabs (0-12)

Triggers (30 marks)			
The triggers ...			
are implemented correctly, with appropriate animations, as needed for the level (24-30)	are implemented adequately with minor defects, such as a few problematic ("janky") animations or tricky to find trigger points (21-23)	are roughly implemented, either lacking some animations or failing to function properly (18-20)	fail to implement triggers properly, lacking animations, or making scene impossible to complete (0-12)

Project Organization (30 marks)			
The project folders and hierarchy ...			
Are organized clearly under logical naming schemes and folders/empty objects (24-30)	Are mostly organized under logical naming schemes and folders/empty objects (21-23)	Are poorly organized, suffering from some inconsistent naming / folder application (18-20)	Are not organized, lacking clear naming and folders (0-12)
TOTAL MARK (/100):			