ASSIGNMENT
COVER SHEET (INDIVIDUAL)

JMC ACADEMY
CREATIVE INDUSTRIES

Please print clearly in block letters using a ballpoint pen and complete all relevant sections on this form.

ACADEMIC HONESTY //

As a JMC Academy student, you are responsible for ensuring any work you submit for assessment appropriately and accurately references the sources of all work you have used in your assignment that are not your own. Academic dishonest is academic misconduct and can refer to act of plagiarism, collusion, cheating and contract cheating, falsification, fabrication and enabling academic misconduct. You are responsible for reading and understanding JMC Academy's policies and procedures in relation to academic honesty, and the process for investigating and determining act/s of academic misconduct, and what penalties will apply. Refer to your Student Handbook on PLATO and/or the JMC Academy website for more information.

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Course: ☐ Audio ☐ Film & TV ☐ Entertainment ☐ Music ☐ Songwriting ☐ Animation ☒ Games ☐ Design ☐ Cert III ☐ Master of Creative Industries

ASSESSMENT DETAILS //

Unit Code: AGA312

Unit Name: Game Dev III: Rapid Prototyping

Assessment Number: A3

Assessment Name: Practiced-Based Project and Report

Lecturer Name: Brendan Votano

Due Date: 03/01/22

ASSESSMENT TYPE

☐ Essay
☐ Storyboard/Plans
☐ Analysis
☐ Report
☐ Folio
☐ Written Assignment
☐ Presentation
☐ Research Paper
☐ Schedule
☐ Recording
☐ Journal
☐ Rationale
☐ Logbook/Workbook
☐ Proposal
☒ Media

Other (please specify):

PLEASE TICK APPROPRIATE //

☒ First Submission   ☐ Approved Extension   ☐ Approved Resubmission

please attach evidence if this is an approved extension or resubmission.

STUDENT DECLARATION //

- I have read and understood the Academic Integrity Policy and related procedures
    - I understand the consequences of committing an act of academic dishonesty
    - I understand that JMC Academy will investigate any alleged act of academic dishonesty, and I confirm I will participate fully in that process.
- I understand a copy of my assignment may be used by JMC Academy as part of the cycle of moderation.
- I declare that this assignment is all my own work, and that I have appropriately and accurately referenced sources of all material that is not my own. I declare that I have not plagiarised, colluded, cheated, contract cheated, falsified, fabricated any of the work presented in this assignment.

STUDENT SIGNATURE: *(signature)*

DATE: 03 / 01 / 22

Cover Sheet

Workflow

- Figure out idea
- Make level in Maya
- Export it to Unity
- Code the World Tilt
- Place together and test if it works

   Game idea works

- Create different level ideas
- Code the different levels
- Create the assets for each level
- Put together
- Test it
- Edit
- Finalize

Levels – Ideas and Issues

Level 1

Simple level to allow the player to understand the gravity and movement of the controls.

Perspective Issues (Changed perspective from 70 to 90, added a new angle reference)
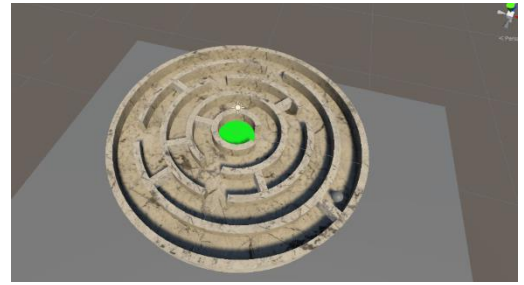
Level 2

Collect all the balloons and get to the centre

Array issues

Level 3

Hit the walls to break them

No issues

Level 4

Get to the centre before the timer runs out

Overlaying timer issues

Level 5

Initially it was only a pressure plate and a gem, but I found that was too easy, so I made it be more about the pressure plates.
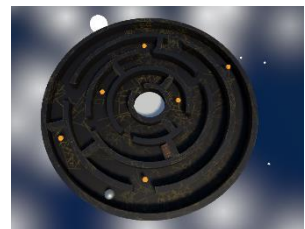
Figuring out how to plan the pressure plates and the walls

Level 6

Collect all the gems and deposit them into the treasure chest.

Collision issues, Indicator issues.

Level 7

Holes in the ground

Trouble creating the map in Maya, and figuring out UV layout.
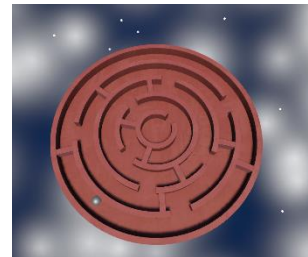
Level 8

Ice on the ground

Trouble with ice movement (drag) and the impact on experience, Map model issues

Level 9

Bouncing Walls

Getting the bounce effect on all the walls, Increased centre size to accommodate rage

Level 10

Teleports

How the teleports link together