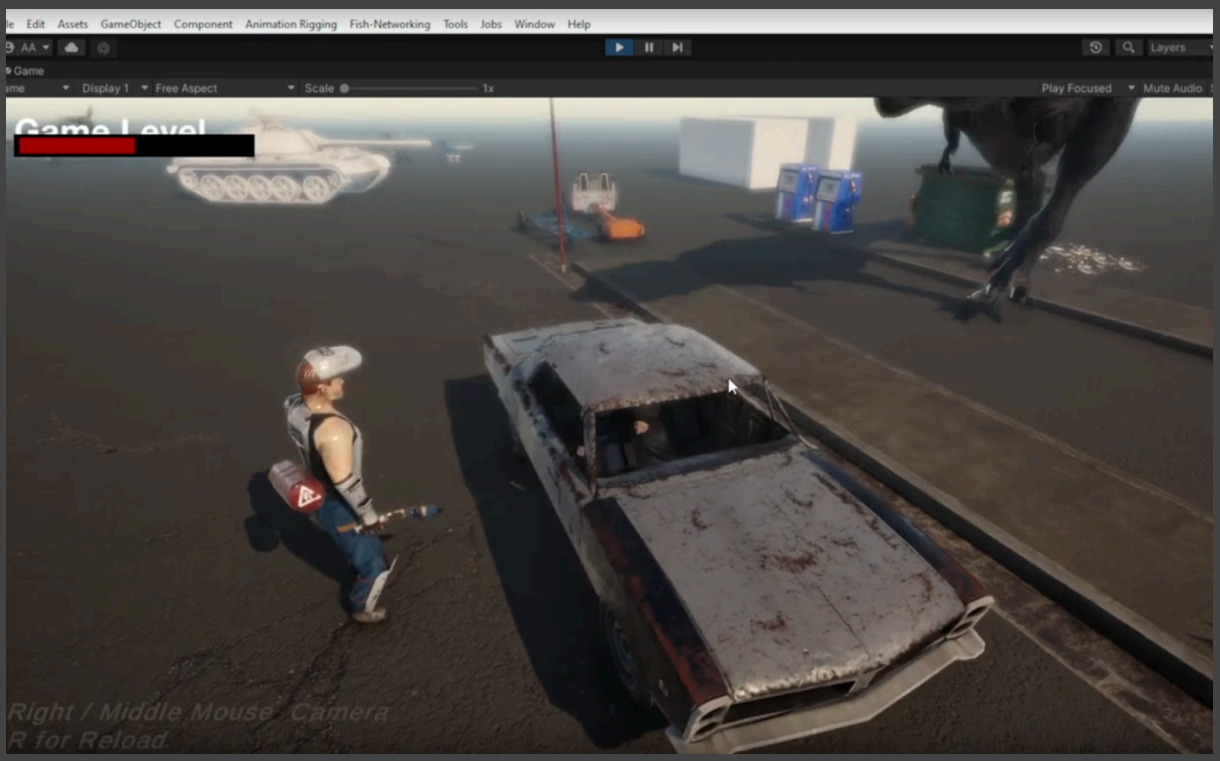
GAT170

INTERACTIVE LEVEL UNITY 3D



Brief

In this assignment, students are required to create a functional prototype of an interactive level within the Unity 3D framework. The purposes of this assignment are to demonstrate competency using the core systems of Unity and basic technical application of C# scripting.

The interactive level will highlight basic understanding of scripting, and the students' ability to navigate a 3D game engine. The interactive level will be marked on its bug-free final executable export, displaying a small, but high quality, functional experience in the chosen genre.

A design document in PDF format should also be included, detailing a short description of the game.The description should include: the key binding/controls, the interactive elements and specifics of the interactivity with screenshots, a brief walkthrough of the level with screenshot, and attribution of all assets not created by students. The explanation should include design considerations for: the level, the camera/character, and the interactive elements/mechanics.

The submission will be showcased as a standalone executable developed with Unity 3D Engine, a supporting PDF document containing attribution and description, as well as the project files.

All assets not created by students must be attributed in accompanying documentation. Any work with questionable origin will receive zero credit.

Guidelines

The submission will be marked on the qualities within the marking rubric. See the attached marking rubric.

Each element of the summative is marked with the following criterion:

Outstanding	A (100 – 81)	Deliver exceptional level of work or quality outlined in the brief.
Proficient	B (80 – 66)	Deliver expected work or quality outlined in the brief.
Competent	C (65 – 50)	Delivered a majority of expected work or quality outlined in the brief.
Needs Improvement	D (49 – 0)	Delivery missing large portions of expected work or quality not sufficient for progression.

Submission Requirements

- A standalone executable with a working interactive and sandbox level.
- The executable will highlight at least three core and peripheral mechanics. These mechanics will be showcased in the sandbox level and organized into a meaningful sequence within the interactive level.
- Submission should be less than 1 GB in size.
- A .pdf document that includes the following:
    - description of the game, with key bindings, walkthrough
    - list of mechanics
    - attribution to all code snippets
    - attribution to all models/textures/animations not the exclusive creation of the student.

Assessment Criteria

The following criteria will be used to assess your work:

l . Cohesive Level (30%)

Interactive Level (10%): The interactive level is varied and interesting, presenting a range of spaces to explore within its small confines. The space feels natural and organic with no awkward areas, and is memorable, with notable set pieces and landmarks. The interactive level shows off the mechanics developed in a natural and meaningful way. The level has a functional game loop.

Sandbox Level (10%): The sandbox level is clean and simple, presenting the mechanics developed. The space clearly details and facilitates exploring the mechanics from the interactive level.
Game Navigation (10%): Navigation between game scenes and desktop is seamless.

2. Mechanics (60%)

Character Mechanics (20%): The character's mechanics are meaningfully developed and interesting to engage with — they facilitate exploration and engagement with the space presented in a natural way. They are accompanied by compelling feedback to solidify the player's existence in the space.

Core Mechanics (20%): The core mechanics are primary interactions that drive the game forward, essential to the gameplay experience with their seamless integration into the game world, crucial for player progression, and foundational to the game's challenge and reward structure.

Peripheral Mechanics (20%): Peripheral mechanics enhance gameplay value and provide feedback in both the environment and the player's actions within it, enriching the overall experience without directly advancing progression.

3. Documentation (10%)

Level Description: The level is accurately described, with key bindings/ controls, the interactive elements (both meaningful and meaningless), a walkthrough, credits, and any other details are adequately explained and presented cleanly. Information is presented in a clear, organized manner, making it easy to understand.