# KW 11 – Cyberspace Olympics 1

MINI PROJECT: CYBERSPACE OLYMPICS

Starting this week and for a total of six weeks, you will be working on a mini-project of your own. Every week, you will add elements to your game based on what we learned in class. The theme of this project is 'cyberspace olympics': Create a game that is loosely based on an (imaginary) olympic discipline! **You can work alone or with one other person. No groups with more than two people.**

INSPIRATION

When we build game worlds in cyberspace, we often use concepts from the real world. We take logic and spaces that we know and simulate them, but add some twists to make the experience more interesting. Here is some inspiration for intersting twists on olympic disciplines.

→ Desert Golf – In cyberspace we have (seemingly) end-less space. So let's play golf on an infinite playground.

→ 3D-Soccer – Soccer-like. But with three parties (you can easily change fixed playgrounds in cyberspace)

→ Super Hexagon – Is it nothing else but a fast-pased laby-rinth game with an new player perspective?
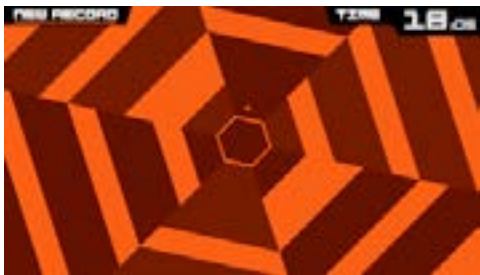
PHASE 1: CONCEPT AND PROTOTYPE

a. **Idea: Choose a Discipline** - Look at olympic disciplines, and choose one that interests you. Perhaps you like the goal of the dicipline, the challenge or the special movement? Find an idea based on the chosen discipline for a small digital prototype. Remember the simplicity of Tennis for Two, Pong or Breakout: keep it simple!

b. **Concept: Paper Prototype –** Now create an experience statement and prototype your idea on paper (remember the slides from the lecture). Iterate until you are satisfied with your idea. Review the scope and feasibility before leaving the paper prototype stage > draft the necessary code structures, classes and game elements.

c. **Box Prototype –** Create the basic game mechanic in Unity. Create a simple game loop (lose-condition, win-condition). USE ONLY Primitives for all Game Objects at this stage.

Exercise submission (2 files):

1. Upload 1 photo of your paper prototype while playing it.
2. Capture the gameplay of your box-prototype. Upload a small movie (mp4, mov).

Important: If you work in a pair, each member must upload the requested material! You must also submit the names of both members of your group together with this first assignment.

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