



Assignment 2

Due: Week 9 (Check Submission deadline on FOL)

You've been tasked to create the next big survival game. The art style, points, and feel are completely up to you but the core mechanics must fulfil the requirements of the marks below. The player must control a character that is avoiding and shooting oncoming enemies. Each enemy that is eliminated gains you points. Once an enemy touches you, you lose and the game should start over.

The Game can be in 2D or 3D. Demo can be found on FOL under the assignments section.

MENU

2 Marks – Game starts on a menu with buttons for playing and exiting the application

1 Marks – Menu has a slider to increase or decrease difficulty of the game

1 Marks – Difficulty set from the slider is saved once game starts

1 Marks – Upon menu loading the slider is set back to its last saved position

GAMEPLAY

2 Marks - Character moves forward, back, and can turn (or strafe) left and right using W A S D & the arrow keys

1 Marks - Left mouse click fires a single shot

2 Marks - Right Mouse button being held down shoots rapid fire until button is released. There must be at least some delay between shots.

2 Marks - New enemies are constantly created and move towards the player

2 Marks - The number of enemies increase when the difficulty is set higher

1 Marks - Points are gained and displayed for every enemy eliminated

3 Marks - When an enemy touches the player the game restarts. Player position, enemy positions, and score should all reset

AUDIO

1 Marks - Background music is used

1 Marks - Sound is played for each shot fired

1 Marks - Sound is played when an enemy touches the player

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BUILD

1 Marks - Game is playable as a compiled .exe, not just inside unity editor

1 Marks - Your .exe has a custom icon, not just the default Unity Icon

BONUS 3 Marks - Game is playable using a controller such as an Xbox One or PlayStation 4 Controller. To get this mark you must get perfect on all other marks!

Please do not only submit code that I gave you in class! You are welcome to build off of that code but avoid handing in the exact same examples.

-10% per day late penalty.