

# Milestone 0 – Getting Started with Unity

Spring 2017

**Due:** January 17, 2017 at 11:55 PM

**Assignment Type:** *Work individually.*

For this assignment, you are to modify the “Survival Shooter” Unity Tutorial located at <https://unity3d.com/learn/tutorials/projects/survival-shooter-project>

Note that this tutorial was originally made for Unity 4.6 but you will be using Unity 5.x. Please refer to the “Upgrade Guide” referenced at the Unity site.

First complete the tutorial. Next modify your game as described below:

- Add your name to the HUD (2D heads-up-display) of the game.
- Make one or more non-trivial changes to the scripts. The changes should result in some visible change to the tutorial game. If you are unsure if your changes are substantial enough, ask. For instance, change the behavior of the weapons, enemies, etc.
- Make one or more non-trivial changes to the 3D graphics content of the game. The changes should result in some visible change to the game. If you are unsure if your changes are substantial enough, ask. For instance, add new prefab objects to the level to make it look different.

## **Submission:**

You should submit a ZIP (or 7zip) file of your Unity project directory via t-square. **Please clean the project directory to remove unused assets, intermediate build files, etc., to minimize the file size and make it easier for the TA to understand.**

The submissions should follow these guidelines:

- a) Your name should appear on the HUD of your game when it is running.
- b) ZIP file name: *<lastName\_firstInitial>\_m0.zip*
- c) Put compiled/executable project under */build/* subdirectory
- d) Readme file should be in the top level directory: *<lastName\_firstInitial>\_m0\_readme.txt* and should contain the following
  - i. Full name, email, and prism account name
  - ii. Detail which requirements you have completed, which are incomplete, and which are buggy (be specific)
  - iii. Detail any and all resources that were acquired outside of class and what it is being used for (e.g. Asset Bundles downloaded from the Asset Store for double-sided cutout shaders, or this file was found on

the internet has link *http://example.com/test* and does the orbit camera tracking).

- iv. Detail any special install instructions the grader will need to be aware of for building and running your code
  - v. Detail exact steps grader should take to demonstrate that your game meets assignment requirements.
  - vi. Which scene file is the main file that should be opened first in Unity
- e) Complete Unity project (any file you acquired externally should be attributed with the appropriate source information)

Submission total: (**up to 20 points deducted** by grader if submission doesn't meet submission format requirements)

**Be sure to save a copy of the Unity project in the state that you submitted, in case we have any problems with grading (such as forgetting to submit a file we need).**