Assignment - In progress

Add attachment(s), then choose the appropriate button at the bottom.

Title	Homework #3: Interactive 3D Sound Environment
Due	Nov 2, 2015 11:55 pm
Status	Not Started
Grade Scale	Points (max 100.0)

Instructions

Please see the attached HW3_Instructions.PDF for full instructions for this assignment.

Submission Requirements

Place all of the files necessary to run your project in a folder (do this within Unity) in the format Teamname_HW3. e.g. TeamBurdell_HW3. Make sure that you include a .scene file in this folder which we can use to rebuild your project.

RIght click on this folder and choose "Export Package...". This will save a compressed unitypackage that can be imported for grading. Name this unitypackage with the same naming convention.

To reduce filesize of the package, compress any included sounds longer than 10 seconds to the **ogg vorbis** format **before** bringing them into Unity.

Include your design document as a separate attachment with the naming convention Teamname_HW4_README. It should be exported as a PDF file.

Only one team memeber per team should submit the .unitypackage and the readme files to T-square.

TL;DR - Attach your files as a unitypackage along with any other required documents. Not following these directions will result in the loss of up to 10 points.

Late Policy

Assignments are due at 11:55pm on Monday, November 2nd. However, T-Square will continue to accept your assignments without penalty until 11:30am on Tuesday. If T-Square is down, email your assignment to matthugs@gatech.edu and rob@imtc.gatech.edu with the exact subject line "[cs4590] HW3 Submission". If your unitypackage is too large for an email attachment, post it to a public web server/Dropbox share and send the link with this email.

After 11:30am on Tuesday, no assignments will be accepted. **No exceptions**. If an email is received at 11:31am with a submission, it will not be accepted. The due date is 11:55pm on Monday, not 11:30am on Tuesday.

Please note that if you have an external circumstances that will prevent a timely submission, please contact Rob and Maribeth before the assignment is due (11:55pm on Monda).

Please use the PIazza section for any clarification questions regarding this assignment. (tag posts with HW4)

It is highly advised that you create a new project and import your submitted unitypackage before submission to ensure that everything works correctly.

Additional resources for assignment

- hw3_includes.unitypackage (864 KB; Oct 15, 2015 12:54 pm)
- hw3_instructions.pdf (147 KB; Oct 15, 2015 12:54 pm)

Submission

This assignment allows submissions by attaching documents only.

Attachments

No attachments yet

Select a file from computer   Choose File   No file chosen