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CS427 - 3D Visualization and Game Development

MIDTERM REPORT



I. INTRODUCTION:

- Project Name: Jumping Sheep 3D
- Building platform: Unity
- Available for: PC, iOS devices.
- Basic idea: Flappy Bird – to create a game having both friendly UX, UI and easy for users at all ages to approach the game play.

II. DESCRIPTION:

- Jumping Sheep, developed by Unity for PC and iOS devices, is a 3D game which users will try their best to reach higher levels.

III. GAME PLAY:

- Attempt: Control your sheep to jump between blocks which may fall down after a few second to collect as many coins as possible and reach the finish block in specific period of time without falling down or being killed by traps among the road.
- Level: Each level will have different number of blocks and time. They'll be calculated carefully such that the higher levels users reach, the harder our game will be. Therefore, the number of levels is unlimited.
- Interaction: Users use **Left / Right arrow** on Keyboard for PC or **touch the left /right half** of the screen for mobile devices.

IV. FEATURES:

🌈 Main features:

Name	Status	Details
Build at least 2 levels or 2 game modes	Finish	Unlimited levels and the difficulty gets harder after time.
Pitfalls, challenges, enemies, supportive things	Finish	Coins Blocks: <ul style="list-style-type: none">➤ Start block➤ End block➤ Normal block Traps: <ul style="list-style-type: none">➤ Spikes trap➤ Triangle trap➤ Falling down trap
Input system from the keyboard with familiar control keys	Finish	Left / Right Arrow Left /Right touching
Interactive menu, background music, sound effects, with interface showing information, status of character	Finish	Background music Sound effects <ul style="list-style-type: none">➤ Jumping sound➤ Start sound➤ End sound Interface showing information <ul style="list-style-type: none">➤ Number of collected coins➤ Current level

		➤ Time
Applications into .exe files to run on Windows	Finish	In BuildPC folder

✚ Advanced features:

Name	Status	Details
Build cross-platform games	Finish	iOS
Build your game to adapt many screen resolutions	Finish	Tested on PC, iPhone X, iPhone XS max, iPhone 6s

✚ Marketing Solution: Poster.

Name	Status	Details
Paper size: A3 or A4	Finish	A4
Present your storyline with your decoration (texts, images, ...).	Finish	Text <ul style="list-style-type: none"> ➤ Game title ➤ Game description Images <ul style="list-style-type: none"> ➤ Player icon ➤ In-game elements
Show some impressive features in your game	-	-
There are many text fonts and effects in your poster	Finish	Arcade font No effect