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| NAME | **TRẦN THANH TÂN** |
| ID | **1651030** |
| EMAIL | [**tttan@apcs.vn**](mailto:tttan@apcs.vn) |
| **UNIVERSITY OF SCIENCE** | |

**CS427 - 3D Visualization and Game Development**

**MIDTERM REPORT**

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1. **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.

1. **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.

1. **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.

1. **FEATURES:**

* Main features:

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| **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:   * Start block * End block * Normal block   Traps:   * 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   * Jumping sound * Start sound * End sound   Interface showing information   * Number of collected coins * Current level * Time |
| Applications into .exe files to run on Windows | Finish | In BuildPC folder |

* Advanced features:

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| 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.

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| Name | Status | Details |
| Paper size: A3 or A4 | Finish | A4 |
| Present your storyline with your decoration (texts, images, …). | Finish | Text   * Game title * Game description   Images   * 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 |