Minimum Requirements:

- Start from Third Person Template.
- Loading screen when moving between main menu and gameplay.
- ## Main menu
  - Play, Options and Quit buttons.
    - Play: Transitions to gameplay map.
    - *Options: Opens options screen (optional)*
    - Quit: Exits the game.
- ## Gameplay
  - Rules: The player must collect all coins in the level and deliver them to a target NPC.
  - Abilities: The player can move (WASD), jump (space) and interact(“E”).
    - If the player stands next to an interactable object, they will be clearly told they can interact with the object (UI element, object glow, text next to object…)
    - The player will automatically pick up collectibles by walking over them. They will receive feedback for this action (Sound effect / Particle effect / UI change)
  - UI:
    - The following information should be visible to the player at all times:
      - Coins collected
      - Coins remaining
      - Quest status
    - When talking to an NPC, the following should be visible as necessary:
      - NPC name
      - NPC dialogue
      - Player prompts (“Press ‘Interact’ to continue”)
  - Map:
    - Composed of the persistent level and an Environment level
      - The Environment level is always loaded.
  - Game event
    - You must have at least one of the following in your level:
      - Traps - if the player steps on a trap, they’re punished in some way (be fair, this isn’t dark souls).
      - Puzzle - a simple puzzle the player needs to solve in order to get a coin
      - Platforming - the player must cross a platforming section to get a coin. Think of something interesting - mindless jumping is not good enough!
  - Minimum of:
    - 3 minutes of gameplay
    - 1 collectible type with 5 instances to collect
    - 1 NPC

        - 2 skeletal meshes
        - 1 Landscape with 5 layers and 3 foliage types
        - 1 streaming level
        - 30 fps in game
        - **The game needs to be exported as an EXE!**
- Playthrough Example
    - The player launches the game and is shown the main menu.
    - The player presses “Play”. There’s a change in the button to indicate that the action has been acknowledged.
    - The player is transitioned to a loading screen.
    - Once loading is done, the player is in the world, controlling his character. The player can see the controls in the corner of the screen. These fade out after a few seconds.
    - The player approaches the NPC and interacts. They are presented with a quest which activates automatically after the conversation ends.
    - The player starts collecting coins by walking over them.
    - After collecting all coins, the player is instructed to return to the NPC.
    - Once the player returns to the NPC and interacts, the NPC thanks them and the player is shown a victory screen (from which they can return to the main menu or play again).

Optional Bonuses:

Tier 1

- End Screen
    - Improve the game’s end screen by adding at least one of the following:
        - Timer + record keeping
            - The screen will display the time it took the player to finish the game. If the player plays again, it will also show the player their best time and indicate if they broke their previous record.
            - The timer starts when the player starts the quest and ends when they complete it.
        - Scoreboard
            - A scoreboard showing comparable stats (coins collected, time taken, deaths…)
            - The player may enter any name when registering on the board.
        - Grade
            - Show a grade, from D (lowest) to A (highest).
            - The grade is defined by the time taken and coins collected. Use any type of algorithm to decide the grade as long as it makes sense.

- Multiple events
    - Implement at least two distinctly different events in your game (traps/puzzles/platforming)
- Multiple collectible types
    - Implement at least two distinctly different collectibles in your game.
- Controller input
    - Left stick to move, A to jump, X to interact, Right stick to rotate camera/player
    - Functional menu interaction - stick to change the selection, A to select

- Pause
    - Add a pause functionality to your game. Make sure it's only usable in the level itself!
    - Pause should freeze **everything** visually. If you have any audio playing, apply an effect to differentiate between the paused and unpaused audio.
    - The player should clearly tell when the game is paused and unpaused.
    - Allow the player to quit or restart the game while paused.

Tier 2

MUST HAVE AT LEAST TWO TIER 1 BONUSES IMPLEMENTED

- Polish
    - Smooth animations when clicking on buttons
    - Clear, smooth indications when picking up coins and collectibles
    - A Clear indication between playable states and locked states (E.G. talking to NPCs)
    - Sound and particle effects for interactions and pickups.
    - UI doesn't just appear but rather transition in smoothly (E.G. fade in, typewriter effect, etc).
    - Background music, menu music, etc.
- All events
    - Implement all three events shown above, or other types of events you think could be interesting (get my permission first).
- Custom character action
    - Map a button on the controller to do something unique that is used throughout the game.
        - Examples: Shooting or throwing something, crouching to avoid obstacles or under low ceilings, attacking, lifting and dropping an item in the world.
        - The action needs to be visually distinct and used multiple times in your game (it doesn't have to be the "main mechanic").
        - Ask yourself: "Should this be mapped to a generic 'interact' button?", if you answered "yes, and it would make sense", try to think of something else.

    - Your action needs to be logical within the game and easy to perform correctly on a basic level.
        - Example: I decided to add a “pick up” action. I need to make sure it’s easy to tell what is it I’m going to pick up, make sure it’s visible (the item doesn’t just disappear) and make the distinction between items I drop in front of me and items I throw far away (maybe have both options mapped to different buttons, or the same button pressed/held?).
- Custom character mechanic
    - Make a custom mechanic that’s used in your game. Your mechanic must be explained at the beginning with the rest of the controls and, if necessary, have UI elements representing it.
        - Examples: HP + lives, Stamina, jump resetting, etc.
    - The mechanics need to be meaningful - you must use them to complete the game.
- 60 FPS
    - Get a steady rate of 60 FPS throughout the game. 3 or more noticeable hitches will deny this bonus.

Tier 3

MUST HAVE AT LEAST TWO TIER 2 BONUSES IMPLEMENTED

- Branching options
    - Have the player make at least 3 decisions that affect gameplay. These decisions must substantially change what happens from that point, for example, a portion of the level might close, or the player has to go a different route.
- Save and Load
    - Allow the player to save and load the game. This should function as the player expects: Items already collected before remain collected, quest status remains the same, the player will start where they left off, etc.
- Special cutscenes
    - Have cutscenes play for the following events:
        - Starting the game (an intro)
        - Finishing the game (an outro)
        - Finding a rare collectible (think legend of zelda)
    - These cutscenes must be at least 15 seconds long (other than the rare collectible cutscene) and be composed of at least 3 shots each.

You can get up to 10 bonus points in your project.

Grading Breakdown

Final Project

Project organization: 5%
Naming conventions, folders, comments, and parameter naming.
Creativity: 5%
Unique locals, environment design, usage of colors and assets.
Gameplay: 10%
Is this game fun to play? Does it feel good to play? Did we *want* to finish it?
Polish: 10%
Smooth transitions and animations, little to no bugs, hard to “break” the game and get it to perform unwanted things.
Minimum Requirements: 70%
Meeting the minimum requirements for the project in an acceptable level of quality, as detailed above.
TOTAL: 100%

Course Grade

Presence: 10%
Class Participation: 10%
Teacher’s Remarks: 5%
Final Project: 75%
TOTAL: 100%

Remember: Make something *YOU* will be proud of!
I’m always on discord if you have any questions.