

Parkour Game - Assignment Instructions

Assignment 2: 3D game

Objectives

- Build a simple 3D game using Godot
- Utilize 3D meshes, materials, and texture maps
- Work with 3D game axes
- Implement animations, particle systems, and special effects
- Collaborate in teams and share code

Tasks

Character Movements and Animation

- Control the character (WASD keys, arrow keys, optional jump)
- Implement smooth animations (run, punch, etc.)

Interactive Objects

- Two objects with special effects (e.g., sound, particles)
- Simple in-game UI tracking objectives

World Design

- Design immersive world (boundaries, materials, dynamic/static objects)
- Add directional light, HDR panorama, background music

Game Assembly

- Create main menu (start game, set volume, quit)
- Assemble scenes and build final game