

ASSIGNMENT#1

Contents

Introduction.....	2
Specification	2
Submission	3

Introduction

This assignment is purposed to allow the students to learn how to build the infrastructure of a simple video game. The students will use the Unity 5 Game Engine to practise the first weeks of the course. After the successful completion of the assignment, the students will be able to create simple videos games with tilemaps, user input, cameras, animations and UI.



Specification

The assignment allows the students to develop their creativity. A video game will be created using specific requirements, but the students can create any type of game genre and scenario, restricted by the content of the labs. As the labs are mainly demonstrating an arcade game, the students should create something similar. The proposed genres are Arcade, Action, RPG, Strategy games.

Requirements:

- At least, 3 levels or 3 maps or 3 scenarios.
- The levels should be designed with Tilemaps.
- The game should have basic user input and at least one controllable character. The character should move at least one direction.

- Physics will be applied to all the object in the scene.
- The levels should include various elements (traps, props etc) and NPCs (at least 5).
- Prefabs should be used.
- Cinemachine Virtual Cameras should be introduced.
- The Character and all the other elements and NPCs should be animated.
- A Basic Menu and In-game UI should be added.
- A Basic life system should be implemented.

Submission

After the completion of the assignment, the students should submit:

- The Unity Project (compressed)
- The Final Build.

Good Luck