

ASSIGNMENT#2

Contents

Introduction.....	2
Specification.....	2
Submission.....	3

Introduction

This assignment is purposed to allow the students to improve the existing basic game from Assignment#1. 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 advanced video games with sounds, game mechanics, scripted events, and AI.



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.

Requirements:

- At least, 5 levels or 5 maps or 5 scenarios.
- The levels should be designed with Tilemaps (again).
- Audio as background and as reaction to any movement or action of the character and/or NPC/mechanics etc...
- Level mechanics (e.g Moving Platforms, Levers, elevators etc).

- At least 5 scripted moments in the game.
- At least a cutscene.
- Lighting to all the levels.
- Basic Multiplayer that supports a small number of players.

Submission

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

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

Good Luck