CT3536 Unity Game Projects

Game Projects

- Worth 30% of course marks. (The labs are worth 10%, and the final exam in December is 60%).
- You may do the project in groups sized 1, 2 or 3 people.
- You will submit a short report on the game
- Please do discuss your ideas with me (by email or Discord) as I can advise on scope and difficulty.
- The lab sessions on Mondays will continue to run until week 12, where the two tutors will be available to help you with advice/bugfixing
- You must write all code yourself. No use of 3rd party code assets or code from the Unity assetstore; no copying code from websites or Youtube etc.
- You do not need to make your own art assets but you may if you wish, and in this case you will gain credit for it.

• Report:

- To include brief game description and instructions (1-2 pages)
- You may use art assets from the Unity assetstore or elsewhere. But you *must* list all of your sources rather than imply that these are your own work
- o Screenshots
- All code must be included. All of this code must be your own original work.
- Brief discussion of how you went about development, highlighting difficult bits and how you solved them. (2-3 pages)

• Game Executable:

- You should also submit a compiled executable build of your game (Windows or Mac format) so I can test it. To make this, use the File > Build Settings menu. You select the scenes to include in the build. See screenshot 1 on the page below.
- Please make a zip archive of *all* file files and folders that are created by the Build process. See screenshot 2 on the page below.
- Marks are awarded for:
 - Overall complexity
 - Code architecture and neatness
 - Game design/elegance and UX
 - Written discussion
 - Graphics (if self-created)
 - Audio (if self-created)
 - (Group size is also taken into account)

File > Build Settings. Include all the scenes you need in the build, by dragging them in. Build for Windows or Mac.

Build Settings			: 🗆 ×	
Scenes In Build				
✓ Scenes/SampleScene			0	
			Add Open Scenes	
Platform				
🖵 PC, Mac & Linux Standalone 🛛 🝕	PC, Mac & Linux Star	idalone		
📒 Universal Windows Platform	Target Platform	Windows	\$	
tvos tvos	Architecture	x86_64	•	
	Server Build	H		
PS4 PS4	Copy PDB files Create Visual Studio Solution	H		
iOS ios	Development Build			
	Autoconnect Profiler			
Prs PS5	Deep Profiling			
	Script Debugging			
Xbox One Xbox One	Scripts Only Build			
📺 Android				
	Compression Method	Default	*	
5 WebGL				
		Learn abo	ut Unity Cloud Build	
Player Settings	В	illa	Build And Run	

All of the files created by the Build process are needed (not just the exe!). Please make a zip of this folder and submit it.

> OS (> OS (C:) > psychic > The Lich > !build >					
^	Name	Date modified	Туре	Size		
	MonoBleedingEdge	20/07/2021 15:57	File folder			
		01/11/2021 19:13	File folder			
	TheNecromancer.exe	27/03/2021 19:51	Application	639 KB		
	UnityCrashHandler64.exe	27/03/2021 19:52	Application	1,221 KB		
rsity	🚳 UnityPlayer.dll	27/03/2021 19:52	Application exten	27,617 KB		