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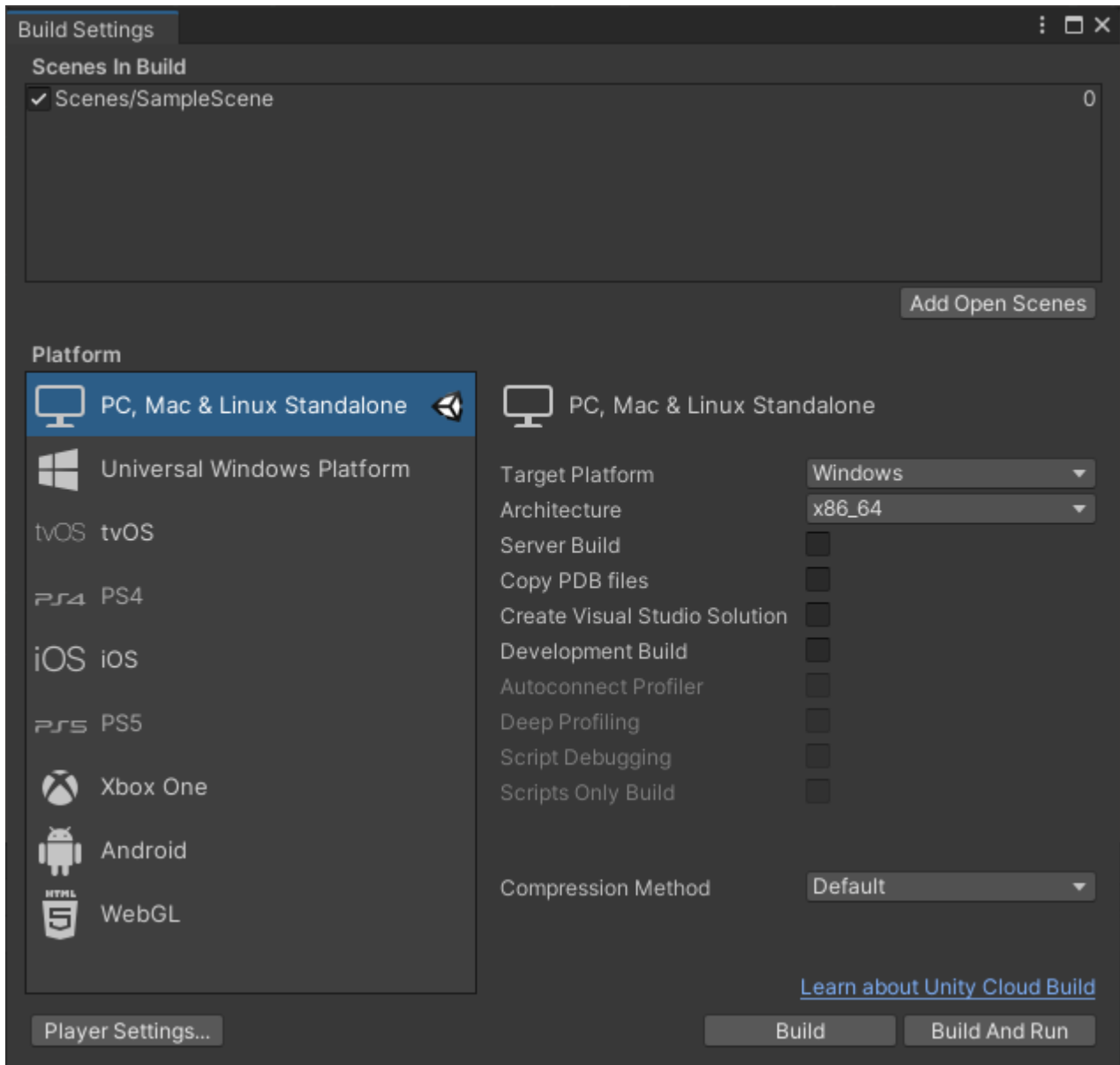
All of the files created by the Build process are needed (not just the exe!). Please make a zip of this folder and submit it.