

LEARNING GOAL & SCALE: Standard	
4	<p>Student will be successful in level 3 and:</p> <p>Have an advanced understanding of vocabulary related to games</p> <p>Complete an environment build from scratch in Unity</p>
3	<p>Student will:</p> <p>Understand the general concepts of environmental design (standard 41.0- Environment Build in Unity)</p> <p>Create a game design production plan that describes the game play, outcomes, controls, interface and artistic style of a video game (standard 1.0- Design Review PowerPoint)</p> <p>Demonstrate an understanding of the vocabulary of the industry for discussing games and play (standard 14.0- User Interface Sheet)</p>
2	<p>Student will:</p> <p>Be able to define what environment design is</p> <p>Understand basic vocabulary in gaming</p>
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

# Environmental Design

## Monday/Tuesday (41.0):

1) Click the following link:

<https://www.assetstore.unity3d.com/en/#!/content/40756>

- 2) Click "Open in Unity" (You will have to sign in (create a unity account if you have not already)). You will need to start a new project you will do so at that time and you can save it to your R2D2 or flash drive and title it "Survival Shooter".
- 3) Then a screen will come up in Unity that says "Unity 5 Survival Shooter". You will click "Import"
- 4) When the box pops up that says "Importing Project Complete"- Click "Import".
- 5) Exit out of the asset store screen.
- 6) Click "Import" on the import pop-up (leave all boxes checked)

Begin the environment set up tutorial (10min):

<https://unity3d.com/learn/tutorials/projects/survival-shooter/environment>

\*\*You will also need to open the PDF "Survival Game- Unity 5 adjustments"; you will find this in the assets folder and under the current week (mrskirk.com).

-Continue on through the "Player Character" tutorial (34min). Continuously save your project and scene.

-Tuesday- Continue onto camera setup (9min), creating enemy #1 (23min), health HUD (14min), player health, etc.

The end of the day Tuesday you will go to File→Build & Run→Leave all Defaults→Click Build

## Group Contest Work

### Wednesday:

**Business Requirements (9.0):** In your group fill out the business requirements template (from the current week on mrskirk.com). Print for binder and upload to O365.

**User Interface Design (14.0):** Maximizes the user experience (in our case the player); it should be simple and efficient. Good user interface design facilitates finishing the task at hand without drawing unnecessary attention to itself. Graphic design and typography (text) are utilized to support its usability.

**In a Word document use the four elements below** (specifically list these four and what you will for them):

- The input/output controls- buttons, text fields, checkboxes, radio buttons, dropdown lists, list boxes, toggles, etc.
- The dialogue dimension (the feel)- Opening information, opening story, narrative throughout, text boxes/captions, characters talking to one another, etc. Think of all dialogue aspects.
- Navigational- breadcrumbs, slider, search field, icons, etc.
- Informational- tooltips, icons, progress bar, message boxes, F1 so that player can get help with controls, tutorial, description of controls, etc.

### Thursday/Friday:

#### "Design Review" PowerPoint for competition (standard 1.0):

**Title Slide-** Team & game name

**Team Members-** List members & their roles

**Business Requirements-** The desired functionality of the game you are developing; refer to yesterday

**Architecture-** Info from the game engine you chose; including coding language (for Unity it will be C# or UnityScript for Gamemaker it will be GameMaker Coding(GMC)) & software for assets

**Design Flowchart-** Use screen shot; may have to remove some and put "full gameflow uploaded to dropbox).

**Storyboard-** Picture if drawn or screenshot if electronic

**User interface design-** Copy information from yesterday

Finally, we're going to begin to upload work you've done for the contest. To begin- clean up all past work you've done for your game: use full sentences, PowerPoints should have nice templates, word documents easy to read font, no spelling or grammatical errors, cite any sources, etc.

- 1- Open the game engine document (that lists the software you'll use and why) and title it as "Architecture"; add what code you are using (GMC, C#, UnityScript)
- 2- Open your outline of roles and responsibilities and retitle as "Project Plan"-- add estimated dates of completion

- 3- Save your documents titled the below:

Team Name\_Architecture

Team Name\_Project Plan

Team Name\_Marketing Plan (PowerPoint only- not the word document)

Team Name\_Business Requirements

Team Name\_Game Flow

Team Name\_User Interface Design

Team Name\_Design Review (PowerPoint Presentation)

- 4- Go to course resources→Group & Individual Project Info→click "External Contest Website". Scroll down to "Click here to submit developed software" Click on the software upload on the website and enable them to upload everything through there & regardless of what it is. Upload the above documents.

**Animators and Audio Engineers- You should be finalizing your assets over the next two weeks. We will begin the game build when we return from break so you should have assets ready to go (saved to word document or other folder, links to copyright info, or assets created from scratch).**