Second Semester Capstone Project

This will be presented in front of industry, community, and school personnel. Industry professionals will vote on different categories including design, mechanics/user interface, and entertainment value. At the end we will celebrate each class's completed project with games, food & fun!

Goal: As a class create a fun game that is more extensive than past builds. Each team member will do at least one thing for the game.

==As you complete your role you must also take notes, learn that one piece you did extensively. At the end each person will teach a workshop on their role. You should not simply watch a tutorial and copy. Take notes on each step you do and why you did it- this will help you teach your workshop later. For code you should have a comment on every line stating what each line does so others understand.==

The grade will be broken up into three parts: 1. The game overall (20 pts). 2. The piece of the game you did. & 3. The workshop you teach (these two combined will be 42 pts). **Project Total: 62 points!**

As a class:

1. Decide on 2D or 3D → Either way it will be Unity
2. Pick genre→RPG or Platform based Game (if platform based must still meet all other requirements). My recommendation is RPG.
3. Decide on overall design theme/look & find an asset pack to match- may use more than 1 asset pack if needed but keep an eye on how large the overall file becomes.

Project Requirements:

1. Unity with C# Scripting
2. Menu Screen
3. 10 Levels/Scenes- edges of each scene need blocked off so character knows it isn't accessible (mountains, water, walls, etc.).
4. Credit Screen
5. Player, Enemy, & Boss Animation
6. XP System
7. Inventory System
8. Lives System
9. Health System
10. Local Save/Load System
11. Ability System/Skills Tree (powers, abilities, skills)
12. Day/Night Cycle
13. At least 2 enemies with AI/Animation
14. At least 1 boss with AI/Animation
15. At least 2 NPC
16. Character dialog/text
17. Scene/Room transitions
18. Quests- Minimum of 2 (1 main – 1 side). This should be based on the overall theme of the game (example: Dragon Age you are closing Rifts as the main quest. Side quests vary by area).
19. Audio

Tips:

1. Look for assets for 2017/2018 versions of Unity- Not 5.0
2. Look for tutorials for 2017/2018 versions of Unity- Not 5.0
3. Use Unity Documentation for help: https://docs.unity3d.com/Manual/index.html
4. BACK WORK UP EVERY DAY *INCLUDING TO THE CLOUD SO TEAM MEMBERS CAN ACCESS*
5. Decide how to collaborate→ save to cloud, back on flash drives, etc.
6. Have meetings often
7. Decide early on ways to end conflicts that everyone agrees to- voting/tie breaker system
8. Make timelines – set deadlines – hold teammates accountable
9. Look for tutorials that include multiple things you need (Example: https://www.youtube.com/watch?v=-ac82oOXwjQ&list=PLxLNqnnCshwmnzbS8aN17-BlrU_3UlbCG&index=2)