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.

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
3. Decide on overall design theme/look & find an asset pack to match- stick to 1GB or less if possible. Look for one that includes characters and environmental aspects. Consider if you need buildings, animals, etc.

Project Requirements:

1. Unity with C# Scripting
2. Menu Screen & Credit Screen
3. 10 Levels/Scenes- edges of each scene need blocked off so character knows it isn't accessible (mountains, water, walls, etc.).
4. Player with Animation
5. Health System
6. Day/Night Cycle
7. At least 2 enemies with AI/Animation
8. At least 1 boss with AI/Animation
9. At least 3 NPCs
10. Scene/Room transitions
11. Audio – Background music in every room and menu/credit screens.
12. Choose three based on your game (can choose more but 3 is minimum for grade):
    i. Cinematic role/cutscenes
    ii. XP & skill tree
    iii. Inventory (must include code for player to pick up/drop/access inventory)
    iv. Spell cast system
    v. Save/Load System *must include save/load screen to access the system
    vi. Pause/Resume options
    vii. Consumables or collectible items
    viii. Money or currency systems

Tips:

1. Look for assets for 2017/2018/2019 versions of Unity- Not 5.0
2. Look for tutorials for 2017/2018/2019 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)