

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: These are general overall requirements – if your build requires a different setup get it approved with Dr. Kirk ahead of time.

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 (or choose 3 other things & get them approved by Kirk first):
 - 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