

**Interactive Environment 2.5D Game Build  
GM402 Game Engines & Production  
Winter 2013**

**Jan 13, 2014 – March 24, 2014**  
**Monday, Wednesday, Thursday**  
**Time: 10am-11:50am**  
**college.com**  
**Room: C117**  
**Name: \_\_\_\_\_**

**Instructor: Kwame Hawkins**  
**Phone ext: 214**  
**Email: khawkins@living-arts-**

**Due Date: \_\_\_\_\_**

**Goal:** Finish creating game and create your own game mechanic.

The game mechanic is has to something that you developed on your own. It can be anything that was covered in class. Your game mechanic must something that you created yourself.

You will also need to script the player getting an extra life based upon their score in the game. You will also need to script a boost for the player in the game. The boost can be anything from a health boost, shields or a weapon switch.

Make sure that your game is 1280p. Make sure that use is able to change the resolution and set it to full screen if they choose. Do not override these options. **(MANDATORY)**

Build out the game as an EXE, Web Build and turn in your Unity Project Directory and your Maya Project directory. You will submit them on the submit drive and give me a disk named correctly with all of your files on it.

RAR up your project directories and submit those individually. (Unity and Maya)

Use Fraps to capture your game play. Capture it at 1280p and edit the different captures together. You video should be no longer than 30 seconds. Make sure that you do not have any titles on the video. Submit uncompressed and compressed QuickTime videos. The compressed movie will use the H.264 codec. Submit a FLV of your game as well. Make sure that these files are on disk.

Highlight the best features of your game for the capture.

Fraps is free to use you can download it from the following website.  
<http://www.fraps.com/>

Make sure that the DVD that you submit is in a sleeve and name both the DVD and the sleeve. Failure to do so will result in deduction in points.

**Deliverables:**

1. Maya project directory
2. Unity Project directory
3. Game EXE created
4. Compressed and uncompressed game captures (QuickTime)
5. FLV
6. DVD named properly in a **SLEEVE**.

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**Grading rubric**

- |   |                |
|---|----------------|
| 1. Game is working and playable   | 20 points_____ |
| a. User can win and lose the game   |                |
| b. GUI working  |                |
| c. Main Menu, Lose and Win Screens working  |                |
| d. Final geo in the game  |                |
| e. Final textures in the game   |                |
| f. Music and FX in the game   |                |
| g. Player health working  |                |
| h. Game difficulty increasing with score  |                |
| i. Etc.   |                |
| j. If one of these criteria is not met automatic zero   |                |
| 2. Student scripted their own game mechanic   | 30 points_____ |
| a. This is unique and something that has not been taught in class whether you were present or not |                |
| 3. Student scripted the player getting an extra life based on their score                         | 10 points_____ |
| 4. Student scripted their player boost in the game  | 10 points_____ |
| 5. Game looks good and professional   | 10 points_____ |
| 6. Student followed directions/Naming Conventions/Critique  | 10 points_____ |
| 7. Student turned in ALL electronic files   | 10 points_____ |
| a. EXE(PC)/Game Captures/Web Build directory created  |                |
| b. Directories  |                |
| c. RAR Files  |                |
| d. Captures   |                |
| e. Etc  |                |

**Points:** \_\_\_\_\_

**Letter Grade:** \_\_\_\_\_

**Grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)  
Grades also reflect upon the time the project is submitted.**

**HOMWORK EXPECTATION**

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 8 hours** on the 2 week period of this assignment to the complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.

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**LATE WORK**

- 1. All work must be handed in at the beginning of class. (15 minute grace period) Work submitted after the first 15 minutes of class, is Late.**
- 2. Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
- 3. Late work must be submitted during the next day following the due date even if no class is held that day.**
- 4. Assignment submitted beyond three days late will receive and F grade.**
- 5. Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- 6. Deadlines are important.**