

CS 491: Homework 1

First Person

In this homework, you will create a game with a first-person camera. Homeworks in this class are very open-ended, and you are encouraged to pursue themes or game mechanics that intrigue you. An important part of a course like this is sharing your work for others to see. Your games will be shared via the website itch.io and the course blog.

Requirements

To receive Blugolds for your work, you must satisfy the following requirements:

- Use a first-person perspective. Unity's stock `FPSController` is fine to use. If you use another with different controls, just make sure the controls are communicated to the player.
- Include a terrain about which the player must navigate.
- Provide at least three levels/scenes.
- Manage some sort of player inventory.
- Use at least three texture-mapped models. The models themselves must be made by you, but the only restrictions on the textures are: 1) be legal, and 2) give credit where due.
- Host your project source repository on GitHub/Bitbucket. You are invited to keep it public or share it with me privately. (My username is `twodee` on both sites.)
- Publish your game to itch.io. When building, prefer the WebGL target over the Web Player, which isn't supported in the latest browsers. Make a ZIP file out of the exported game directory, and upload it to your itch.io account. The site asks you the kind of project you are uploading. For WebGL games, choose HTML. For WebPlayer games, choose Unity. Ensure that the game can be played fullscreen.
- Add a new post on the course blog with categories `spring 2016`, `gamedev3`, and `gallery`. Find the `iframe` embedding code from your game's Distribute tab on itch.io. Enter this shortcode in your blog post, using the `iframe` attributes instead of the capitalized placeholders: `[emunity src="URL" width="WIDTH" height="HEIGHT"]`. Hit Publish and make sure we can play your game.
- Complete all this by the end of February.