Honors 104.502: Homework 3

Final

In this last homework, you will create a 3D game. Homeworks in this class are very open-ended, and you are encouraged to pursue themes or game mechanics that intrigue you. This project is worth 4 Blugolds.

An important part of this course is sharing your work for others to see. Your games will be shared both at a public demo during finals week and via the website itch.io. We will schedule the public demo closer to finals week. If no acceptable time earlier in the week can be found, our demo will be held at the scheduled final exam time (Thursday, 1-3 PM).

Requirements

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

- Work with one or two other people. Teams of one are not allowed.
- The game must have a coherent story. It should not just be a gallery of Unity of features and game mechanics. Strive for a game that you would like to play.
- The game must include at least five models that you and your team members have made. Other models may be included as well—provided licenses are observed and credit is given to the original modelers.
- The models must be textured. You may use textures made by others—provided licenses are observed and credit is given to the original artists.
- In addition to time in lab (which will be counted as lab participation), you are expected to work on your games outside of class. Each week during class you will give an informal progress report to your instructor. On a 1/4 sheet of paper, you will write a list of activities you expect to complete outside of class before the next meeting. Your instructor will make a copy. During the next progress report, your group will be expected to demonstrate completion (or serious effort towards completion) of the tasks. Satisfactory progress will tentatively earn your group 1 Blugold toward the 3 possible "milestone Blugolds."
- 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`, `honors_gamedev`, 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 the preceding before the public demo.
- Participate in the public demo to secure your milestone Blugolds and earn a fourth Blugold.