

GAME 5P10 – Final Project

Project requirements

The project consists of implementing a first-person dungeon crawler generated from text files as introduced in class. All prefabs and code from class can be used. In addition, any freely available sounds, 3D objects, textures etc. can be used. The game must have the following components:

1. The game is a first-person dungeon crawler with at least 2 unique levels, i.e., new levels different from the ones used in class.
2. The dungeon contains enemies, treasures (pickups), doors etc. as introduced in class.
3. Treasures should play a sound when picked up.
4. The player can shoot enemies as introduced in class.
5. The HUD displays ammunition and pickups.
6. The dungeon must contain a newly created puzzle in the **second** level. In addition, a hint should be placed inside the **first** level providing some details to the player about how to solve the puzzle. After the player solves the puzzle, a secret part of the dungeon becomes available. Use a finite state machine for implementing the puzzle. The concrete details of the puzzle and the hint can be chosen freely. Sounds, 3D objects, and animations should be used appropriately.
7. At the end of the game an appropriate message is displayed.

Project submission

The project is due on Monday, December 11, at 8am. Submission is done by email (to mwinter@brocku.ca) containing a link for downloading the complete project folder. The folder must contain the state diagram of the puzzle in the game as a pdf file in a subfolder named “diagram”. Please make sure that you use Unity Version 2022.3.7f1 (version installed in the labs) to avoid any version problems.