

Job Order 3

GamCo, Ltd. CLIENT SPEC SHEET

JOB ORDER 3 Scripting: working keyboard commands and collision detection for Player/Vehicle. Goal, Trap, Sound, Overlay **DUE: 03/28/15**

Assigned by: Creative Director, Games Division

Assigned to Team: _____ Team Member: _____

Client: UR Games LLC.

Job Description:

Import any external game assets into the Unity project, i.e. models, textures, sounds. Then add colliders, physics (if appropriate) and scripts to scene objects to implement keyboard commands for navigation and interaction with other scene objects.

Primary use: Transforming the 3D static environment and objects into an interactive game.

Overview: Adding keyboard controls and collision detection is an important step in creating an interactive world. A 1st, or 3rd person simulation transforms into a game when gameplay is added. That is, the addition of a victory condition (goals), a failure condition (traps), with rewards and penalties adds Gameplay. The art of game design is keeping Gameplay challenging but not frustrating. Your creativity must be bound within that balance.

Timeline and Specification Requirements:

- **Scripts may be in JavaScript or C#.** You can combine some scripts written in C# with others in JavaScript. Unity permits aggregating scripts so long as each script is consistent in one language. It's not considered good form however.

Sign off: All Script Conditions Date _____ Initials _____