UNIVERSITI TEKNIKAL MALAYSIA MELAKA
FAKULTI TEKNOLOGI MAKLUMAT DAN KOMUNIKASI

BITE 3633
GAMEPLAY

PROJECT 2

Assignment Rules

1. Create a group where each group contains at **least ONE person** and not more **THAN THREE PERSONS**.
2. You must have **your own TEAM name for your group**.
3. You can only use UNITY3D
4. Targetting platform is PC.

Important Dates

TASK	WHEN
1. Project 2 Starting	As soon as possible
2. Project 2 Submission (All Files for UNITY3D)	Via CD – Group Name at the CD COVER Deadline: 8th June 2015

Game Requirement:

Compulsory:

      a. Create a Tetris Game in 3D or

      b. Whac-A-Mole Game in 3D

2. Use ONLY UNITY3D
3. You may use and 2D/3D objects either download or create by using Blender, Maya, Cinema4D, etc.
4. Scoring system and save the score
5. Option Setting Menu
   a. Audio – Increase and Decrease Volume
   b. Video – Fixed or Adjustable screen resolution for game
   c. About
6. Help Menu