



UNIVERSITI TEKNIKAL MALAYSIA MELAKA

**UNIVERSITI TEKNIKAL MALAYSIA MELAKA
FAKULTI TEKNOLOGI MAKLUMAT DAN KOMUNIKASI**

**BITE 3633
GAMEPLAY**

PROJECT 1

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. Team Creation and Registration | Before/On 24 February 2015 |
| 2. Project 1 Starting | 2 March 2015 |
| 3. Project 1 Submission (All Files for UNITY3D) | Via CD – Group Name at the CD COVER Deadline: 7 April 2015 |

Game Requirement:

Compulsory:

1. Choose one or combine any of:
 - a. Matching Type Gameplay
 - b. Sorting Type Gameplay
 - c. Seeking Type Gameplay
 - d. Managing Gameplay
2. Use 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