Spring ’19 CIS 410/510 Assignment 2 – 100/100 points – Due Friday, 4/19, 11:59 PM

This is optionally a group assignment – it can be completed by a group of 1, 2, or 3 members. We’ll be working on a group project (group size 3) for the remainder of the term, so I highly encourage you all to use this as an opportunity to begin forming groups!

Please find a group by talking to your classmates or posting on Piazza.

Start with one of these following projects:

https://unity3d.com/learn/tutorials/projects/space-shooter-tutorial
https://unity3d.com/learn/tutorials/projects/survival-shooter-tutorial
https://unity3d.com/learn/tutorials/projects/tanks-tutorial

You are allowed (and encouraged) to use the provided code and assets as a starting point.

1. [20] Set up Unity Collaborate for your project:
   https://docs.unity3d.com/Manual/UnityCollaborateSettingUp.html

Add the CIS 410/510 Game Programming instructional staff for grading purposes:

eric@cs.uoregon.edu, bergsttr@cs.uoregon.edu, palmerhogen@gmail.com

2. [20] Add at least one gameplay element that uses a dot product in some way (e.g., calculate length, distance, angle, facing direction).

3. [20] Add at least one gameplay element that uses linear interpolation in some way (e.g., calculate intermediate position, orientation, color).


5. [20] Add at least one audio effect.

Feel free to customize the look and feel of your project by adjusting colors, lighting, assets, etc. Be creative!

Ensure that your game plays as intended both in the Unity player and when built for the WebGL player!

Have one of your group members submit a text document to Canvas containing the names of each group member and their contributions to the project (see Assignments section for submission link). Also include a link to the Unity Collaborate page for your project.