**Team Game Design Project/Competition- Start of 2nd Semester.**

1. **Using Unity students will create a playable 3D game and they get to choose the game genre.**
2. **The game should have a minimum of a name, logo, 3D character created by the team, and an objective (a way to win or lose)**
3. **Team should agree on the type of game and work together (split up the work and turn in a work order to Dayhuff)**
4. **Things to turn in when completed… (1. Digital version of the game logo 2. Digital version of the 3D character 3. A description of the character 4. An advertisement for the game 5. How to play document with controls and description of how to win**
5. **The game should be exported when completed so it can be played in full screen mode outside of Unity**