🎮 Introduction to Video Game Making 2023:
📰 Assignment 1
🔫 FPS Level

1 👋 Introduction

In this first project you will create a level in Godot using the FPS Microgame as a basis. For this project, you need to understand how the existing mechanics and first-person shooter (FPS) gameplay can be **supported** by creative and interesting level design. Your levels should be able to provide **3-4 minutes of engaging gameplay**.

2 🏁 Learning Goals

- Analyze (and potentially modify) mechanics of an existing Godot Project
- Determine types of gameplay those mechanics can provide
- Design and create a level that supports such gameplay
- Collaborate with team members to create levels that are cohesive and form a progression

3 🗺️ Step-by-Step

- **As a group**, decide on a *shared* them
- Use the FPS Godot template to build **your individual** level
  - Each student should make a copy of the main scene and rename it, to work on their level and prevent conflicts with other group members
  - If you are familiar with Godot you may also start your scene from scratch and setup camera, lights and player control yourself.
- Create a level that challenges and engages the player in some way. Achieve this by either

  - building a level around the existing movement mechanic
  - adjust parameters of the movement mechanic to fit the level better (e.g. acceleration, gravity)
  - Use a different character node for other kind of movement. (See Brightspace → Content → Lectures → #3)
- Make sure that your levels in the group have cohesion.
  - See the peer review grade for details on what should fit together (6.2)
  - At the end you will create a "portal" that will load the next scene / level upon completion
    * To create the portal review Signals from Lecture 2 and then in the code part use: 'get_tree().change_scene("res://path/to/scene.tscn")'
- Make sure your levels are playable from start to finish
- As submission upload a WebGL build!
  - Official Documentation
  - Video Tutorial
- Also submit your **individual documentation**!
  - Write about your intentions. What are you trying to achieve? What is the theme?
  - Include pictures to support your text
  - You can find example reports in Brightspace under Content → Assignments → A1 → Example Documentation

4 📨 Submission Details

- In Brightspace submit:
  - One playable WebGL Build of the Group Project that lets a player play through all levels from start to finish
  - One PDF File **per group member** containing the individual documentation of the level
- Deadline: 18.10 at 23:59
- Peer review Deadline: 08.11 at 23:59
- This assignment is 30% of your total grade
- This assignments grade is 70% made up by the TA/Lecturer and 30% by the peer evaluation

5 🕹️🧑‍🎓 Peer Evaluation

- Deadline: 08.11 at 23:59
- Use the grading scheme provided in Section 6.2
- 30% of this assignments grade
- If you do not evaluate other groups, your peer evaluation part will be graded with 0 points.

6 🎓 Grading

6.1 🧑‍🏫 Part 1 (70%, by TA/Lecturer)

Category	Description
25%: Documentation	Presentation, Clarity, Rationale for design decisions
65%: Level	Support of FPS gameplay, Gameplay Flow, Addition of interesting interaction objects or adjustments to the gameplay mechanics
5% Stability	can finish all Levels without problems
5% Aesthetics	Subjective feeling of the grader

6.2 🧑‍🎓 Part 2 (30%, peer review by students)

If you do not do the peer reviews, you will get 0 points for this part

Category	Description
30%: Stability	can finish all Levels without problems
35%: Difficulty progression	Levels get a little more difficult or have a new challenge each time
35%: Cohesion in theme (design, visuals, sound, difficulty, etc.)	The individual levels fit together cohesively