Today

- Admin
- Readings and Discussion
- Project Assignment Week 5
- Mini Quiz
- Brief Intro to Unity
Readings and Discussion

• Some people aren't reading the papers for the week and this is reflected in the discussion

• Please make sure you are reading the papers assigned each week and using the google doc assigned to your discussion group each week.

• Starting this week, it will be mandatory to use the google doc for your discussion group.

• You will lose half your participation grade for a discussion session if you don't contribute to the google doc that week.
Readings and Discussion

- A contribution can be:
  - Adding your own notes and observations
  - Answering someone else's question or commenting on their observations
Project Assignment Week 5

- Test your prototype out with users.
  - Stage 1: Usability Test with TA
  - Stage 2: Usability Test with a real user

- Deadline: Tuesday 11:59pm

- Next: Development, so make sure that this prototype completely describes your idea, so you can proceed to implementation
Project Assignment Week 5

- **Stage 1: Usability Test with TA**
  - You will run your first usability test with any TA who is NOT your mentor TA.
  - This must happen on Tuesday (10/30), Wednesday (10/31) or Thursday (11/1) at the latest.
  - Please reach out to the instructors on Piazza or your mentor TA to help set up a time for this.
  - When you do so, provide at least two times that work for your team, and we will get back to you with a confirmed time.
Project Assignment Week 5

- **Stage 2: Usability Test with a real user**
  - This week you will also get to test your prototype with a real user.
  - A real user is someone who falls under the target population of your application.
  - If you need help finding a real user, reach out to your mentor TA.
  - Please make sure your user is NOT any of your team members or your mentor TA.
Google Classroom

- https://classroom.google.com/u/0/w/MTc0NzExNDc3MjBa/t/all
Mini Quiz on Week 4


https://docs.google.com/forms/u/1/d/1k_lel8Wpp7jYsgr_Xqui8CfVnSfX5X7G1qvh9bwGH2o/edit
Brief Intro to Unity
Unity

- Cross-platform game creation system developed by Unity Technologies,
- A game engine
- An integrated development environment (IDE).
- Used for developing video games
- web sites, desktop platforms, consoles, and mobile devices.
Platforms

- BlackBerry
- Windows Phone
- Windows
- OS X, Linux (mainly Ubuntu)
- Android,
- iOS, Unity Web Player (including Facebook),
Unity Tutorials

• Beginner
  • Roll-a-ball
  • Space shooter
  • Survival shooter
• Intermediate
  • stealth
Unity Tutorials by Topics

• 2D
• Animation
• Audio
• Graphics
• Navigation
• Physics
• Scripting
Animation
Graphics

- Meshes
- Textures
- Materials
- Cameras
- Lights
- Water effects
Lights

- Spot light, point light, directional light
Lighting

- Different type of game lights:
  - Directional Light
  - Point Light
  - Spot Light
  - Area Light
Texture

- **Texture mapping** is a method for adding detail, surface texture (a bitmap or raster image), or color to a computer-generated graphic or 3D model.
Texture

Normal map (or "Dot3 bump mapping") is a technique used for faking the lighting of bumps and dents.
Texture
Cameras

- Cameras capture a field in the world and translate that on to the users screen
- Multiple cameras can be used but it is advised to stick with one as multiple viewing angles can be very complicated
- Cameras are responsible for listening for audio.
Cameras
Next Steps

• Readings to discuss on Thursday


Optional Papers


Next Steps

- Submit your reading-summary and annotations by Thu 12.30pm
- Read/Annotate all papers
- Assignment Week 5 due on Tuesday Nov 6 at 11.59pm
Thanks