

## DM6111 – Games Engine Architecture

### Assignment 3: Proof of concept

Due date      Thursday, 01 February 2007  
Value          50%

#### **Instructions**

In this assignment you are required to produce an initial “proof of concept” for your game. Use your selected engine, modeling and editing tools to create an executable which includes at least the following:

1. Some UI elements
2. Environment
3. 3D character

Note: the art assets don't have to be final; use 'work in progress' models and images.

Your oral presentation must discuss challenges, limitations and future work.

#### **Deliverables and grading**

Executable	30%
<u>Oral presentation</u>	<u>20%</u>
Total	50%