

Black Belt Checklist

The Code Ninjas Education Team will be looking for the features listed below. Try your best to implement the features.

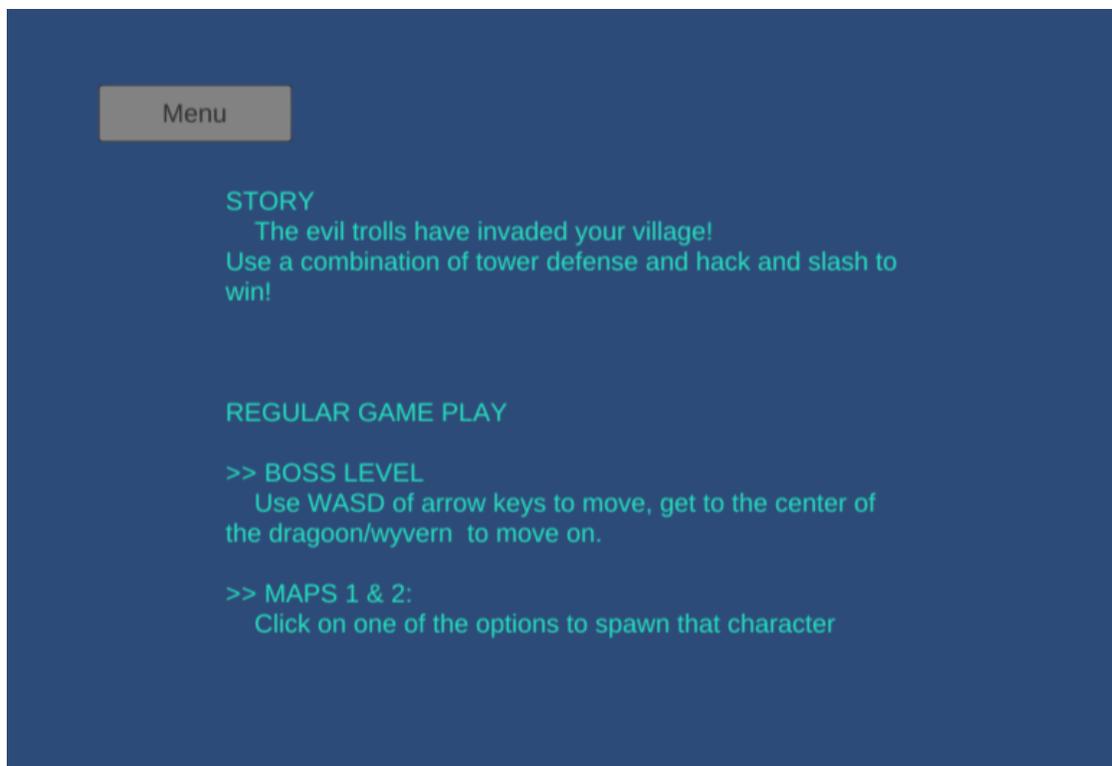
1. There is a Main Menu Scene

- a. See below for an example of a Main Menu Scene
- b. Clicking on a button name "Credits" will load the Credits scene
- c. Clicking on a button name "Controls" will load the Controls scene
- d. Clicking on a button name "Play" will load the level 1 scene



2. There is a Game Controls Scene.

- a. This scene will tell the game player on how to play the game
- b. This scene will tell the game player the goal and what tasks need to be completed to beat the game or level



3. There is a Credits Scene.

- a. Remember to give credit to the creator of the asset
- b. Remember to give yourself credit for every asset that you made

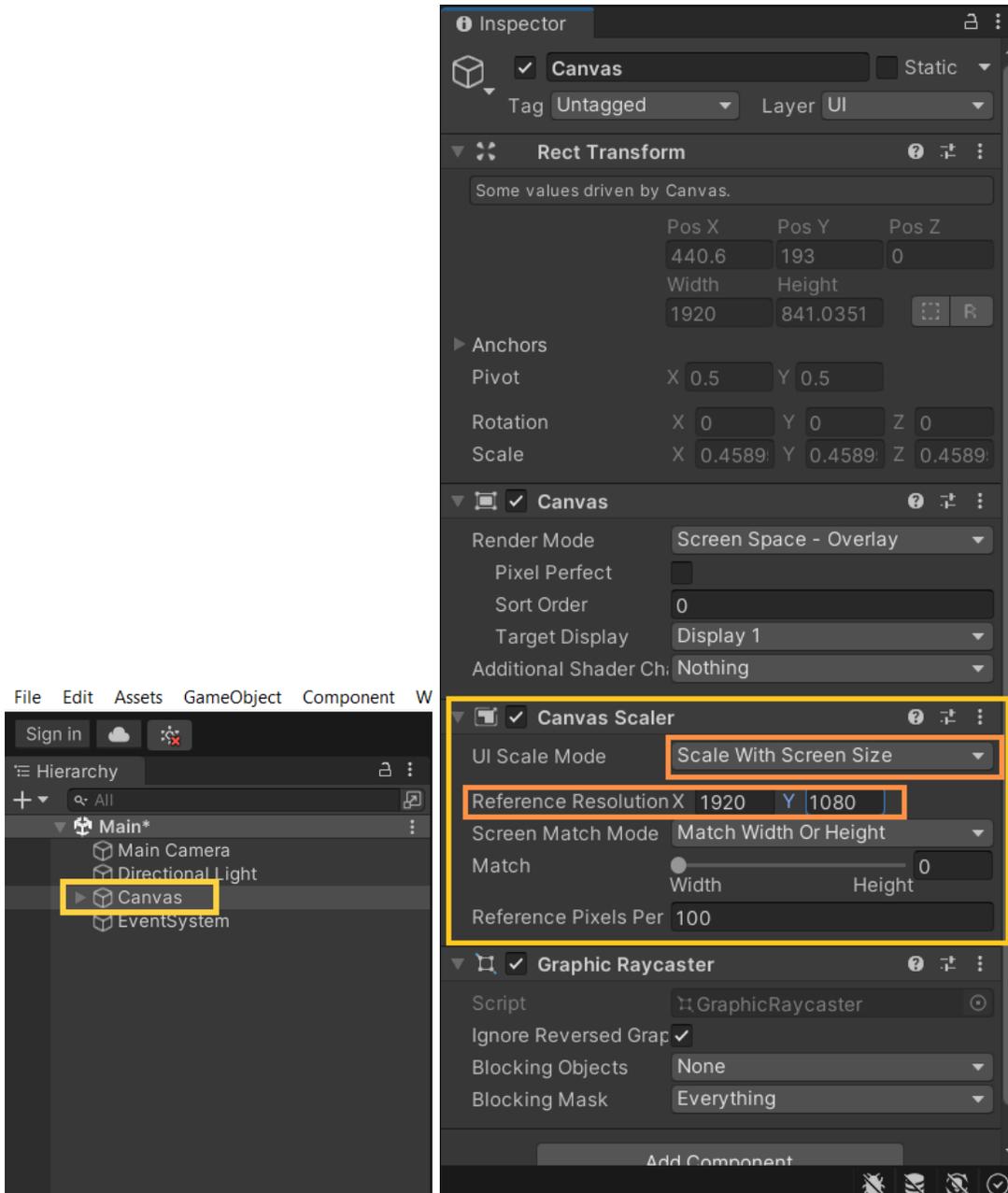


4. There is a “Back” or “Main Menu” button that will take the user back to the Main Menu Scene. This “Back” or “Main Menu” button will be present on all scenes.

- a. position this “Back” or “Main Menu” button in a location that does not block the player’s view of the game
- b. a good position for the button is at the top right

5. Canvas Scaling.

- Set the Canvas to scale with the screen resolution. Do this for all scenes and levels
- This will allow the video game to adapt to different resolution of the monitor being used to view and play the video game
- Set the resolution to be 1920 x 1080



- 6. The text is not fuzzy and is of good font size**
- 7. There is a skybox or background image on each scene**
- 8. The color scheme is consistent**
- 9. The video game should have long game play.**
 - a. For platformer and adventure video games, there are at least 3 levels. The last level is the boss level. All levels must be beatable.**
 - b. For trivia video games, have at least 8 levels and 10 questions per level.**

- 10. The Main scene will have buttons for each level - this will allow the game player to jump to a specific level.**
 - a. When a level button is clicked on, the game will jump directly to the scene of that level.**

11. There is audio that is playing in the background in a loop.
 - a. When there is a transition from one scene to another, the background audio should not replay from the beginning but continue to play.
 - b. Perform a Google search for “**dontdestroyonload music unity**”

12. There is at least one audio effect. For example, an audio effect is played when a coin is touched, an enemy touches the main character, or when any other event occurs

13. The look of each scene should not be too basic or generic. Remember to add color, images, and artwork to make each scene be artful

14. The game play should make sense.
 - a. For example, if it is a platformer game, the maximum jump should be double jump. A game character should not be able to super jump outside of the viewing area.
 - b. Another example is that a game character should not be able to go through walls