

Assignment 2: Character Model and Animations

98-127 Introduction to Game Development in Unity

<https://www.gamecreation.org/course>

OUT: 8:50pm, 3 Feb, 2026

DUE: 7:00pm, 17 Feb, 2026

Description

For the second assignment, we want you to replace your previous placeholder player asset with a rigged and animated model, complete with proper animation transitions in play mode. For the creative aspects of this assignment, we grade based on completion rather than quality, e.g. it's okay for your player model to be made of a few cubes, or for your falling animation to just be one or two frames.

Instructions

- **Submitting your work:** You will submit a screen recording of your implementation to the corresponding channel in the course discord, either directly if the file is small or as a google drive link if it's too big to be sent directly.
- **Late-work policy:** No late days are provided. You will incur a 10% penalty for every day that you submit late. The penalty starts immediately after the deadline and increments every subsequent day at 11:59pm. Do pay attention to the deadline and submit on time.

Rubric

Criteria		Grade
Camera	Set up an orbital camera using the Cinemachine package	1
	Have player movement be relative to camera facing direction (so W moves the player in the direction the camera is facing rather than say the world forward vector)	1
Assets	Replace your placeholder player model with a humanoid model that that is rigged and animated [If you're unable to set up the animator correctly, you can still get credit for having animations by showing the animation clips playing in the editor]	4
	Extra credit if you made your own model, rig and animations	2
Animator	Idle, run, jump and fall animations play and transition as expected [For jump and fall animations specifically, we want you to showcase your implementation by jumping onto a raised block then walking off]	4
Total:		10 + 2