

trello link: trello.com/b/8z07J3NF

CPSC 411 Final Project, due Friday, 19 May 2019 (at 2355)

Verify each of the following items and place a checkmark in the correct column.

Items incorrectly marked items will incur a 5% penalty each on the grade for this assignment.

Your name: David Lee

Your github repository 626dlee/411-Final-Project

Completed	Not Completed	Unreal4 Engine 3d/2d Game
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Game successfully installs on your mobile device (<input checked="" type="checkbox"/> iOS or <input type="checkbox"/> Android)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Game has startup screen , which shows each time the game is (re-)started.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the game's HUD (head's up display) showing the high score, and the current score. If the game has a time limit, the game should end at timer=0.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented game assets using a Pixel or Voxel editor, or static mesh creator
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Imported all assets into Unreal, and rotated and scaled them properly.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Bound gestures, keys to their corresponding movements/rotations.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Actors jump, run, look in direction they are moving (WSAD) (no sweeping).
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically create actors when the game starts, when characters are killed and are brought back to life, or when opponents or obstacles are needed.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created aspects of the world as the map is explored, and populate them with needed static objects (e.g., roads with cars/trucks, hills with trees,...)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Created cameras, attached them to actors or map locations as needed
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Collisions with obstacles like trees, rocks, walls, etc. cause the actor to stop.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Collisions with high-speed obstacles causes loss of health or death.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Incorporated particle systems in the game (fire, explosion, splash, shots).
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the dynamic generation/destruction code for allowing the level to be continuously populated as the actor moves forward.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Implemented background music and game sounds
<input checked="" type="checkbox"/>	<input type="checkbox"/>	At least one other player has played your game and signed off on it as fun.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Optional (extra credit): 1 st AND 3 rd person perspective
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Project directory pushed to new GitHub repository listed above

Comments on your submission

Infinite runner game - spaceship exploring cave tunnels with swinging pillars/stalagmites and rotating gates. Originally first person, converted to 3rd person for hitbox clarity. Title screen + HUD