# Assignment 3 – Adventure Game

Create an Adventure game with a Third Person or Top Down viewpoint. Keep it simple, as this is a short-term project. Your game must have at least:

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| 1. | Your own Game Mode and Player Pawn with basic movement controls, jumping, and sprinting. The player should respawn if they fall forever or die, and should have health so that they don’t die in one hit. | 20% |
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| 2. | Two levels: one for a main menu, one for the game. The menu level should include a title, play button, exit button, and your name. | 10% |
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| 3. | A way to win, such as getting enough points, reaching a certain area, beating a boss, etc. and a way to lose, such as losing all your lives, running out of time, your enemy gets to the goal before you, etc. | 20% |
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| 4. | 1 working GUI element in the game like a score, time limit, etc. | 10% |
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| 5. | Custom Materials (and mostly Material Instances) for each object, some with textures you make or download. | 10% |
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| 6. | 1 type of obstacle that spawns bullets, blocks, etc. that you have to avoid, and 1 ‘tougher’ version that aims directly at you. | 20% |
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| 7. | A resource you can collect, like coins in Mario, or wood in Age of Empires, etc. They should perform some purpose, like you must collect X amount to unlock a door, or to power your ‘ability bar’, and you should have a widget or other way of indicating how many the player has and still needs. | 10% |
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| 8. | Minimize your project size before submitting. Instructions for doing so are on MUOnline, under Course Content. | Missing:  5% Penalty |

Submit the files to the assignment on MUOnline in a compressed (.zip) format. **Please follow the instructions for minimizing a project’s size before submission.** If it isn’t obvious, also state how you met the above criteria in your game, such as what your ‘obstacle’ or ‘way to win’ is. The submission should follow the naming convention:

CIT441\_*LastName\_FirstInitial\_*Adventure.zip