# Assignment 4 – Freestyle Game

Create a game of any genre you choose. Keep it simple, as this is a short-term project.

Because you don’t have a midterm ‘Exam’ in this class, think of this as your midterm ‘Project’. It is worth the same as other assignments, but I want you to focus on making something of a high quality, like a portfolio piece.

Start with a ‘Blank’ project without a pre-existing template. Your game must have:

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| 1. | 2 levels: 1 for a **main menu**, 1 for the **game**. The menu level should include a title, play button, exit button, and your name. You should also indicate when the player wins or loses, either with levels for those events or with widgets in the game level. | 10% |
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| 2. | 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. | 10% |
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| 3. | A background **music** track and at least 2 **sound effects**, like for jumping, firing, defeating an enemy, etc. | 10% |
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| 4. | 1 type of object, puzzle, etc. that that can be interacted with by getting near it or clicking it, seeing a widget pop up (like ‘E to Activate’), and pressing a key. | 20% |
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| 5. | 1 **ability** you obtain by completing a task in the game. You should not be able to proceed past a certain point until acquiring the ability. | 20% |
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| 6. | **NPC’s** (whether they are animals you herd, zombies you shoot, etc.) that **wander** around in an area until you get near them, then interact with you somehow (like turning to look at you, running away, attacking, etc.). More should **spawn** in the area if they are defeated/fall off the edge of the world/etc. | 20% |
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| 7. | At least 1 blueprint should have a **construction script** and public variables setup for easy customization in the editor – for example, your wandering NPC blueprint(s) could have a construction script that scales an indicator as you change a ‘wanderDistance’ variable, showing you visually where it would be able to wander without you having to hit play and test it. | 10% |
| 8. | Minimize your project size before submitting. Instructions for doing so are on MUOnline, under Course Content. | Missing:  5% Penalty |

I encourage everyone to try making their own art assets or, if you haven’t had a class on that, download some from websites like [www.textures.com](http://www.textures.com) or [www.turbosquid.com](http://www.turbosquid.com) (for 3D models). For models, you want to get ones with .fbx or .obj files, and ideally that come with textures. Be aware they may be very small (usually just scale them up by 100 – they are often made in cm and not meters), or rotated for a different coordinate system (there are settings to rotate them when you import them into Unreal).

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 ‘ability or ‘way to win’ is. The submission should follow the naming convention:

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