

# Game Dev Assignment 4 - Due Wednesday, June 9

## Base Requirements

Develop another, **new** 3D top down, first person, or third person game and have some kind of win and lose condition. Use [this game jam theme generator](#) to come up with a theme, or choose "**Wait, Are We the Bad Guys?**" as your theme.

1. **Custom modeled mesh** for a Character (can be an existing model you've created)
  1. **Animated** with 2 different animations/actions (must be your animations)
  2. **Armature** with at least 10 bones and the root bone (must be your rig)
  3. **Animation BP** with state machine or Blend Space (blend space is preferred for polish req and call this out in the developer video)
2. **User feedback** in 3 different forms (camera shake, sounds, HUD color, HUD icons or animation)
3. **Blueprint communications** - Communicate with other Blueprints within the level and call this out in your developer video:
  1. Direct communication through variable references.
  2. Event dispatcher, handling that event in another Blueprint.
4. **Posted to Itch.io** account as new game with the following:
  1. **Screenshots** - At least 3 on Itch.io page.
  2. **Trailer video** - Around 30 seconds. First 5-10 seconds should be exciting gameplay, not logos or text. Hook the player first, then explain your game. End the video with them wanting to find out more. [More tips on creating a game trailer. Editing software](#)
  3. **Developer Video** - posted on Itch.io. 2-3 minutes or more showing each point in the list. Can post the link in the description of the page.

## Additional Requirements

1. **Polish** - How well does your game work, feel and look? (10%)
  1. **Game flow** - Game starts, ends, transitions and moves along in a cohesive and smooth manner through menus, story introduction, end game scenarios, tutorials and other screens.

2. **UI** - Game transitions should be smooth (menus should fade in and out, pan, zoom, bounce or otherwise animate in).
  3. **Animations** - Enemies, items and other objects should have animations and not just simply appear, disappear, slide/move.
  4. **Look and Feel** - Game has a consistent look and feel and materials match and look consistent.
  5. **Immersive environments** - Through good lighting, sound, models, materials, animations, and good QA, the environment should not disrupt the player's immersion in the game.
2. **Fun or enjoyment** - Games should be fun. Impress me and make it an enjoyable experience. (10%)
1. **Theme** - Does the game match the chosen theme?
  2. **5 Why's** - Do the game's objectives make sense such as the win/lose conditions, enemies, pick ups, HUD status, environmental aspects, etc?
  3. **Thoughtful** - Does the game make the player think, feel, question or become surprised during the game?
  4. **Replayable** - Does the game have any replayability? For games that have surprise endings, if playing the game again reveals additional clues that make sense, that would count.
  5. **Recommendation** - Would the player want to recommend this to a friend, add to their wishlist or want to find out more based on playing it, looking at the screenshots, or the video.

## Grading

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Completing all **Base Requirements** fully will result in a grade of 80%.

The additional 20% will be based on the amount of polish and fun of the final game as outlined in the **Additional Requirements**.

## Submitting

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Export your game from Unreal Engine:

- File -> Package Project -> Build Configuration -> Shipping
- File -> Package Project -> Windows and/or macOS
- Zip up the resulting files

- Upload zipped file to Itch.io
- Publish and ensure page is visible.
- Post the link in #game-dev-submission in the Discord channel with your name