

Week 6 Assignments

Due: Sunday, June 23, 2019, end of the day

Requirements

1. Video for sharing your project in class. Post it publicly as it will be accessible by your classmates.
2. Update your **UE4 game** with at least the following requirements:
 - a. 2 more custom meshes, textured (~8 so far, total)
 - b. At least one animation notify with attached functionality
 - c. At least one destructible mesh
 - d. At least one physics material
 - e. Enemy to fight
 - f. At least one animation on your HUD
 - g. Multiple player starts (Functionality not covered in class)
 - h. Post process volume
 - i. One landscape with two materials (foliage, dirt, etc)
 - j. One sequence from Sequencer
 - k. One object that simulates physics
 - l. Overall, major progress should be made on your final project from last week's assignment, so add as much as you can, expand out your level, add additional levels or put in more AI or game mechanics.

Submission

- UE4 game will be uploaded to Itch.io as an HTML browser game (email me the link and make it public). Games will be shared with classmates and critiqued. Make a video of your progress if HTML packaging isn't working for you.
- Submit code to Gitlab, making sure to use the UE4 .gitignore file to keep the repo small.
- Video can be uploaded to YouTube as an unlisted video, uploaded to Google Drive or any internet accessible video service.