

# Week 3 Assignments

Due: June 3, 2019, end of the day

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## Requirements

1. **Level design plan** that lays out the flow, boundaries, pickups, secrets, enemies and values of each (health reward, gold value, hit points of enemies, etc). *Submit via PDF to git repo and email the link to the file.*
2. Create a **UE4 game** with the following requirements:
  - a. Has some kind of boundaries such as walls, water, or anything else that keeps the player within a space. Can be geometry brushes or meshes.
  - b. Borders and walls should be textured
  - c. 2 meshes created in Blender with texture
  - d. 1 blueprint timeline
  - e. 1 animation
  - f. 1 gated part of your level that's unlockable
  - g. 1 input event
  - h. 1 trigger or collision box that handles begin overlap and end overlap

## Submission

Level design via PDF to Gitlab.

UE4 game will be uploaded to Itch.io (email me the link). Submit code to Gitlab, making sure to use the UE4 .gitignore file to keep the repo small.