## CS 497: Game Dev

# Week 5 Assignments

Due: June 17, 2019, end of the day

## Requirements

1. Video for sharing your project in class. Post it publically 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
   b. 1 custom mesh that's rigged (with an armature) and two animations with that model.
   c. 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.
- Submit code to Gitlab, making sure to use the UE4 .gitignore file to keep the repo small.
- Video can be uploaded to YouTube as a unlisted video, uploaded to Google Drive or any internet accessible video service.