Week 4 Assignments

Due: June 10, 2019, end of the day

Requirements

1. Update your **UE4 game** with the following requirements:
   a. Has a custom mesh in place of your mannequin.
   b. Has a HUD. Can be
      i. A menu
      ii. Player stats (health, mana, timers, scores, etc)
      iii. Dialog boxes
   c. Loads another level.
      i. Menu can be a level that loads your main level after start
   d. Has a camera shake
   e. Has AI functionality from at least one of the following
      i. An AI Move To node
      ii. Blackboard
      iii. Simple State Machine (using an ENUM and Switch)
      iv. Waypoint patrolling (AI Move To with waypoint array to loop through)
      v. Pawn Sensing
   f. All meshes textured
   g. 2 More custom meshes with texture
   h. Introduce a story of some kind
   i. End game scenario
      i. Can show HUD showing completed level
      ii. Can load a new level

j.   Create a video showing off your game.

k.   Player is able to quit the game

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.