CS 497: Game Dev

Week 7 Assignments

Due: July 2, 2019, end of the day (Extended

Final Requirements

1. **Video** for sharing your project in all its glory. Make it a trailer, make it a Let's Play, make it something you can show off to your friends, family or future employers. Whatever you want!
   a. Make sure the video is accessible to me (YouTube Unlisted, Drive file, etc)
   b. Some suggestions on content for your video:
      i. Show me all the intricacies I might miss by looking at your code or playing your game.
      ii. Talk about what went well, what went poorly, what you struggled with, what challenges you over came.
      iii. Future plans or features for your game.
2. **Update** your **UE4 game** with at least the following requirements:
   a. All previous assignment requirements for UE4 projects.
   b. Polish your game as much as you can. The more the merrier!
   c. Add more items, levels, mechanics, etc. The better
3. **"Publish"** your game. Include a title, a few screenshots, maybe your video from above and a description. I'm more interested in the media than you actually posting a binary of your game (as long as I still have access to your UE4 project). Choose a platform below:
   a. Itch.io
   b. Google Play
   c. iTunes App Store
   d. Game Jolt
   e. Create a mock storefront as a static image with the items above.

f. Your own micro site or just about anything else.
4. **Grading** will depend on the following:
    a. All requirements for previous UE4 assignments are met.
    b. Game itself:
        i. Look and feel
        ii. Game mechanics
        iii. Story
        iv. Bugs/Crashes
        v. Overall depth of the game. Ex: how many meshes/animations/levels do you have?
        vi. Anything above the requirements will get additional credit.
    c. Everyone's game will be different and some of you will concentrate on having a lot of animations. Some will concentrate mostly on mechanics and have a lot of Blueprint scripts. Others may enjoy building levels and maps. Where ever you want to spend the time making your game great, go for it when all other minimum requirements are met.

Submission

- 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.
- Send me a link to the platform, website or image for your "published" game.