# GAM 495 Course Artifact Metadata Sheet

**Part I: Original Artifact**

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| Artifact Name: | Enemy: Projectiles and SFX | | |
| Original Course or Origin: | Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games: Section 5: Toon Tanks (V2) | Date Completed: | To Be Completed for Course |
| Artifact Description: | | | |
| Add fire functionality with projectiles  Add special effects (smoke, explosions, sounds) | | | |
| Keywords: | Projectiles | | |
| Tool(s) Used: | UE 5.4.4 | | |
| Skills You Hope to Highlight: | | | |
| Combining of two systems (being player / Enemy) with projectiles. | | | |

**Part II: Refinement Plan**

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| Proposed change(s) to create a polished artifact: | | |
| Init Creation of artifact per meeting with Prof. | | |
| Format of your original artifact (include link or zipped attachment for artifact files) | Format will be UE Project via GitHub. Prof has been added to repo. | |
| Indicate which components your revised artifact will demonstrate. | | |
| ☐ Game Engine Mastery | | ☐ Game AI |
| ☐ 2D Graphics | | x Game Physics |
| x 3D Graphics | | ☐ Complex Logic Problem Solution |
| ☐ Graphic Interface Design | | ☐ Other |
| Indicate how your proposed changes will showcase your relevant knowledge, skills, and abilities. | | |
| Adding physics based projectiles and special effects to showcase implementation of special effects, player input, assets interacting with each other. | | |
| Instructor Feedback: | | |
| *This area for use by the instructor.* | | |