

## MMC-170, Final Project Rubric and Requirements

### Learning Objectives:

- Design different genres of immersive realities.
- Integrate simulation of experiences using current technologies.
- Apply interactive techniques to game technologies.
- Integrate multiple software packages for pipeline development.

### Final Project Description:

In this project, students will pull together the majority of the topics explored through the last fifteen weeks of the course. This will be a polished game level created either using the first-person or third-person template. Assets used in the project will come from the free asset section of the Unreal Marketplace, self-created 3D models (optional), free audio and images for materials.

### Steps for Completion:

1. Begin by selecting a theme for the project. Use this to begin planning assets needed including marketplace assets, images and audio.
2. Create the project. Remember to select either the first-person or third-person template. Save the project folder in a location that you will be able to find it.
3. Once the project is created, create a new blank project in the level. Save the level and give it a descriptive name.
4. Import the assets that will be needed for the project. This refers to all assets including marketplace assets, audio, graphics, etc.
5. Review the rubric requirements below. Begin building your level to meet the rubric requirements. **Save Often.**
6. Prepare the project for publication to be uploaded to be shared.
7. Include the link to the published project in the presentation. Review the rubric requirements below regarding the presentation.

### Rubric Requirements:

- **20 Points:** The level is well designed and flows for the interactivity of the user being immersed
- **10 Points:** All elements (brushes, geometry, etc.) that need materials have materials applied.
- **10 Points:** The assets for the level are placed to avoid a player getting stuck and align to the ground/wall the asset is meant to be attached to.
- **40 Points:** Students are to incorporate two Blueprint elements
  - One of these must account for Kill Z.
- **20 Points:** Use of at least two particle systems utilizing student-created particle materials.
- **20 Points:** Incorporation of Blocking Volumes

- **20 Points:** Use of at least two audio clips in the project
- **30 Points:** Students will have at least two animations in the project
- **30 Points:** Placement and interactive UI Widget Blueprint for the game.
- **50 Points:** Proper publication of the project including:
  - Folder includes all files needed to run the game
  - Game begins on the correct default map when loaded
  - Project is uploaded to Google Drive by the due date and time
- **50 Points:** Presentation of project using presentation software:
  - **5 Points:** Use of a theme for the overall presentation (do not use the default white/black text slide)
  - **5 Points:** Attention to spelling and grammar on slides
  - **10 Points:** Five screen-shots showcasing the project
  - **10 Points:** The structure of the presentation should be:
    - Slide 1 - Title
    - Slide 2 - Concept/Inspiration
    - Slide 3 and 4 - Presentation of screenshots
    - Slide 5 - Conclusion and Google Drive link
  - **10 Points:** On the final slide, Include a link to the Google Drive to your game.

**Additional Resources:**

- Course Modules and References on Blackboard
- [Unreal Engine 4 Documentation](#)
- [Dr. D YouTube - MMC-170 Channel](#)