



GAME 2013 GAME ENGINE I

Assignment 4

DESCRIPTION:

This assignment will get you to work with more C++ Pawns as well as some C++ Collisions.

REQUIREMENTS:

PART 1

- 1) Create a new **Third Person C++** project using the naming convention:
 - a. *A4_LastName_FirstName*
- 2) Save it in your workspace folder
- 3) **Add the appropriate files to P4 and check it into P4**
 - a. **DO NOT ADD THE STARTER CONTENT TO THE DEPOT**
- 4) Follow the CPP Custom Pawn Notes and submit the Possessable Drone Demo Project
- 5) **Check in the changes into P4**

PART 2

- 6) Add a Room C++ class and a Room BP class that inherits from the C++ class
 - a. The room should have a small opening for the Drone to fit through
 - b. The room should have a door that can open and close
 - c. The drone should be able to open the door from the inside only
 - d. The player should be able to close the door from the outside only
 - e. The opening and closing of the door should be automatic, no input keys.
 - f. The player should not be able to enter the room.
- 7) **The collision code should be done in C++**
- 8) **Check in the changes into P4**
- 9) Close the editor and recompile project in Visual Studio
- 10) **Add the 3 Binary files to P4 and check it into P4**
- 11) **Create a new workspace and get the latest for your project**
 - a. **Make sure you can open it and run it successfully**
 - i. **If not, you need to fix it**
- 12) Submit screenshot of your history tab to Brightspace.

DUE DATE:

November 17th 11:59pm

DELIVERABLES:

IMPORTANT! READ THIS CAREFULLY. Be sure you are not including large and unnecessary directories.

Before submitting C++ Projects:

Close the editor and re-compile your project in visual studio

To clear out hot-reload dlls and to make the project usable without needing to recompile.

In P4V, add the following:

- The **.uproject**
- The **Content** directory
 - Not the StarterContent directory
- The **Config** directory
- The **Source** directory (if there is one)
- Binaries/Win64/UnrealEditor.modules (if available)
- Binaries/Win64/UnrealEditor-[project name].dll (if available)
- Binaries/Win64/[project name]Editor.target (if available)

DO NOT Submit the following:

- **.vs** folder
- **intermediate** folder
- **binary** folder content, other than the three files listed above
- **saved** folder

Take a screenshot of your History tab for your Project and upload that to Brightspace.

Revision (Change)	Date Submitted	Submitted By	Description
1276	2018-09-27 10:01 AM	flrstevski	Lab 3: Rotating powerups
1275	2018-09-27 9:59 AM	flrstevski	Lab 3: Adding PowerUps
1274	2018-09-27 9:55 AM	flrstevski	Lab 3: Adding health changing function
1270	2018-09-27 9:46 AM	flrstevski	Lab 3: Adding health variable to c++ character class
1268	2018-09-27 9:43 AM	flrstevski	Lab 3: Adding screen debug messages for player name and position
1267	2018-09-27 9:37 AM	flrstevski	Lab3: Using log channels in classes
1265	2018-09-27 9:24 AM	flrstevski	Lab3: Adding log channels
1263	2018-09-27 9:21 AM	flrstevski	Lab3: Adding template C++ TopDown project

You will lose marks for not having multiple and descriptive changelists

You will lose marks for submitting extra files or not having the correct files submitted.

You will get 0 if the project does not run.
