Unreal Game Development Documentation

SIT151 ASSIGNMENT 3

Game Name:

STUDENT NAME:

STUDENT NUMBER:

PRACTICAL TIME (or Cloud):

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# Game Component 1:

## DESCRIPTION

## REASONING

## BLUEPRINTS AND IMPLEMENTATION

# Game Component 2:

## DESCRIPTION

## REASONING

## BLUEPRINTS AND IMPLEMENTATION

# Extra Transformations or Features

***INCLUDE IF APPLICABLE***

*If you have invested significant effort in improving and enhancing the game beyond your chosen components such as extra features or transformations to the game, include details here. Please note that these must demonstrate effort above and beyond assessment requirements in order to be taken into consideration or bonus marks, and are not a replacement for your required chosen components.*

# References

*This should include references to any external tutorials, guides or documentation used, as well as any externally-sourced assets such as images or sounds.*