

- Logs (full (truck)-size and 2/3 size)
- Lily pad

LANDSCAPING

- Grass (1- and 2-trees wide) • Trees (tall, medium, short)
- Rocks (short of various shapes)

MISCELLANEOUS

- Coins with red 'C'

Your object is to... Create all characters and objects using Magica Voxel, and import them into Unreal Engine, create the Blueprint code to duplicate the Crossy Road game (moving the chicken, having vehicles (cars, trucks, and trains go back and forth), have logs go back and forth on the river, and have the chicken live as long as possible.

You will also need to have sound files for the cars, trucks, trains, logs (stepping onto the logs), the chicken moving, the chicken being killed, and picking up coins. If you have the chance to implement the eagle, you'll also need to implement the shriek of the eagle as it swoops down to grab the chicken.

Push the contents of your project to a new GitHub repository using a git client (e.g., the git command-line client, GitHub Desktop, or GitHub for Atom). Do not submit files using drag-and-drop onto the repository web page, and do not push this assignment to the same repository as your previous homework assignments.

Submission Turn in the code for this project by uploading all of the Unreal source files you created, the images directory, and the sounds directory to Canvas. While you may discuss this homework assignment with other student, work must have been completed on your own. To complete your submission, fill out the spaces below, and submit it to Canvas by the deadline. Each member of the team must submit the project. Failure to complete the rubric and have each member of the team submit it will result in a 10% penalty.

CPSC 386 Final Project, due Friday, 16 Dec 2022 (at 2359)

Your name and team members names

386-01 Timothy Vu, Andrew Doan, Andrew Phan
386-01
386-02

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	Crossy Road
<input checked="" type="checkbox"/>	<input type="checkbox"/>	HUD (head's up display) showing high and current score (jumps / coins collected)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Imported all actor, safe area, obstacle and miscellaneous 3d assets into Unreal 4
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Chicken jumps and looks in the direction it is moving (WSAD) (no sliding).
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created (alternating colors of green) grassy strips w/code to populate them with trees/rocks so there is >= 1 path to pass. Trees should block sides of game.

<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created highways , w/code to populate them with cars/trucks
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created/deleted cars, trucks, trains, and logs
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created RR tracks , w/code to populate them w/ trains , RR crossing works
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created river lanes , w/code to populate them with logs and lily pads. River lanes should allow logs to move in both directions.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Chicken cannot move if it runs into trees, rocks, or sides of side barriers (20/80 %)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Running into cars or trucks cause chicken to be squashed (z), OR flattened (x direction)
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Falling in water causes water explosion and chicken sinks into water and squawks.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Eagle swoops and grabs chicken if chicken doesn't move/moves back or screen scrolls.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamic generation/destruction of lanes of grass, highway, RR and rivers.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Recorded and implemented chicken, vehicles, coin, and log sounds.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Project directory posted to Canvas by each member of the team

Comments on your submission
