Final Project

Game Development with Unreal Engine

This document outlines the requirements, expectations, and submission format for your final team project.

1 Pre-requisites

1. You must form teams of four.

2. Work should be evenly distributed, please form a channel/thread on our Discord to keep everything convenient.

3. Fill in the team details in the Google spreadsheet.

1.1 Links

- The Discord Server invite
- The Google spreadsheet

2 The game

1. We recommend you take inspiration from an existing game, and recreate it in your style.

2. It is recommended you target your game for a Windows PC, unless you've got a specific reason otherwise.

3. Your game must have at least three playable levels. (Showing progression, variety, or difficulty.)

3 A few areas to keep in mind

1. **Aesthetics**: Does the game look good? Do the colors make sense?

2. **Level design**: Do the props make sense? Is it detailed, does it have a theme or a story?

3. **Mechanics**: Can I do some cool stuff? Is it fun to play?

4. **Gameplay**: Is your game fun?

5. **UI**: Is the UI intuitive? Does it make sense? Is it easy to use?

6. **Performance**: Does the game run well? Are there any performance issues?

7. **Sound**: Does the game have sound? Is it appropriate? Does it add to the experience?

4 Submission

1. A summary of your ideation, work flow and distribution.

2. A list of all mechanics made.

3. A list of self-made assets (with the project specific files).

4. A list of all third-party assets you used (with credits).

5. A short write-up on any challenges faced and what you'd do differently.

6. Project screenshots, a gameplay video and a playable build of your game.

5 Bonuses

There are possible available bonuses which can help you make up for classes lost (remember, you need at least 80 hours for completion).

1. Custom meshes

2. Custom textures

3. Additional tools you used (for example, Blender, Substance, ZBrush, etc.)

4. Modular/reusable assets

Note: Bonuses are not mandatory, and we reserve the right to not give a bonus if we feel your work does not warrant it. We will discuss the number of hours you will get after taking a look at your work.