Grade: Maximum Points 70
Due: Friday December 16th 2022 at 11:59PM

Instructions:

1) Study the provided class diagram.
2) Complete all the Pseudocode in the cpp files.
3) In Editor, Create the Blueprints as shown for the C++ classes:
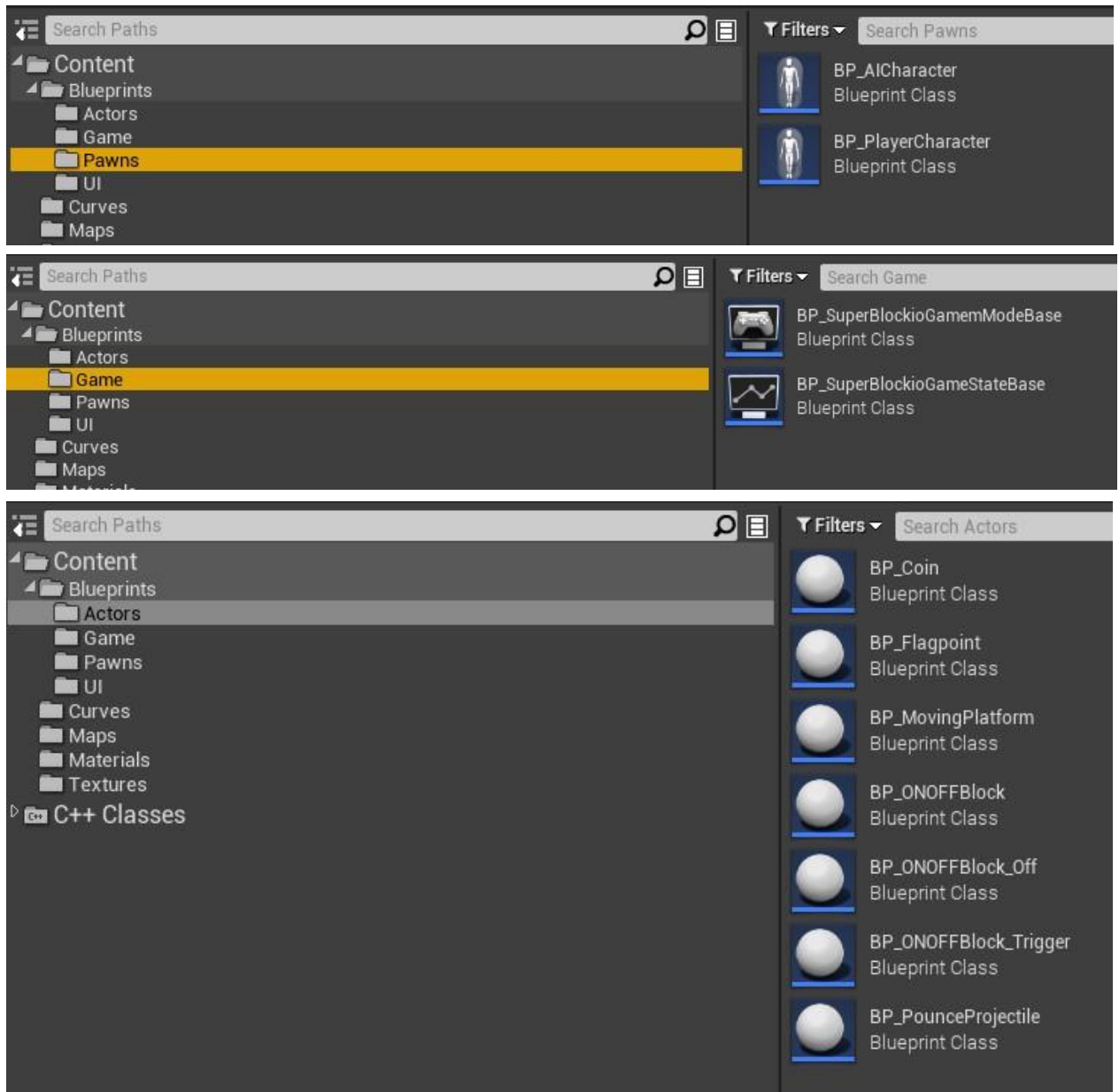
Put the blueprints in the correct folders and setup their sprites and properties.

4) Create a level and set it as the default level to open up when the editor starts.
5) Create a level similar to the demo provided.
6) Add the event graph visual scripting for BlockioHUD in the UI folder as shown:
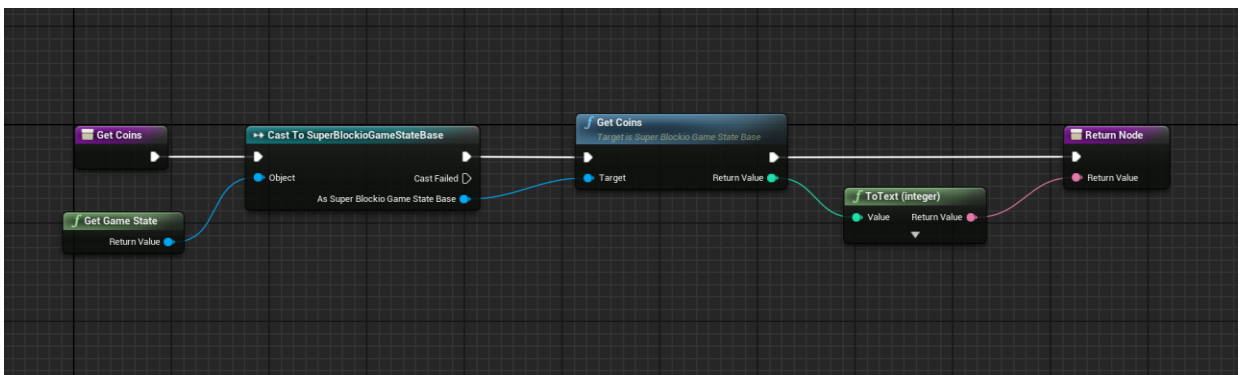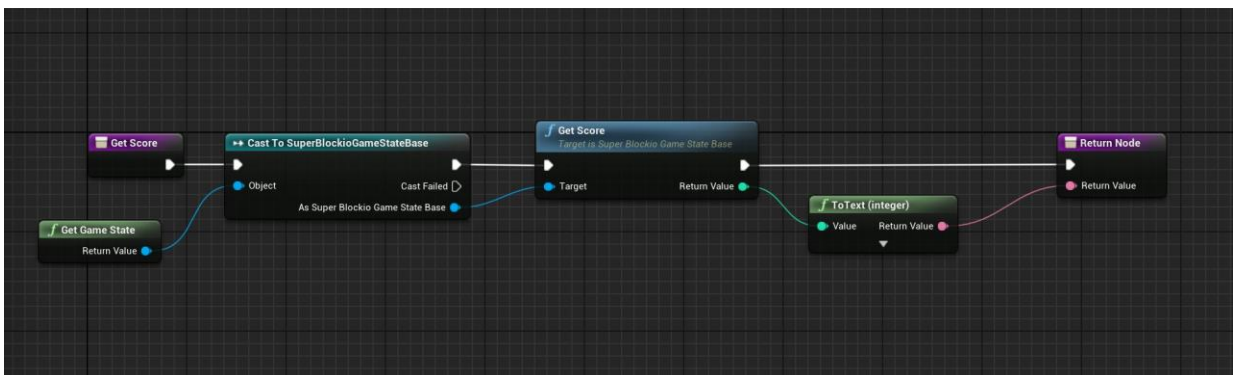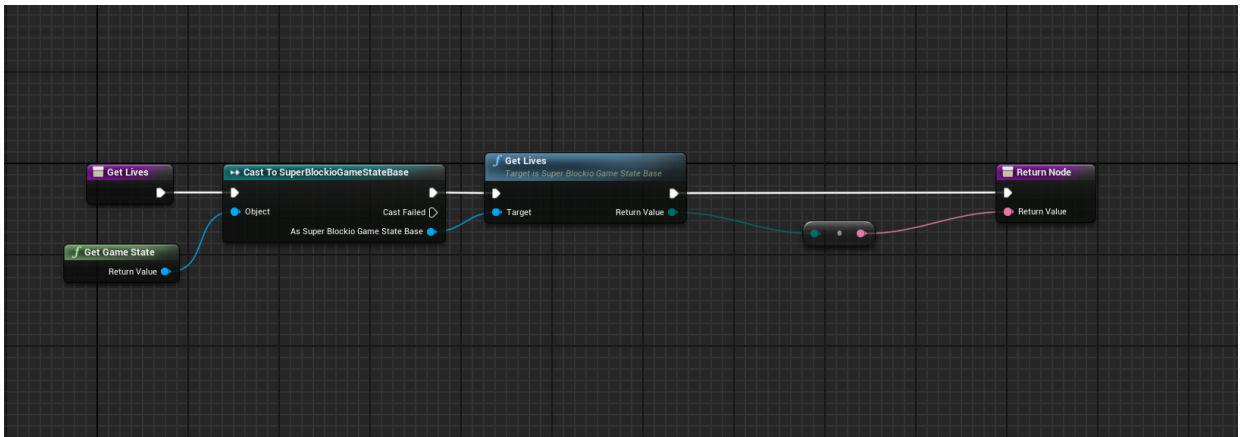
7) Add the event graph visual scripting for BP_SuperBlockioGamemModeBase that you created in the Game folder as shown:
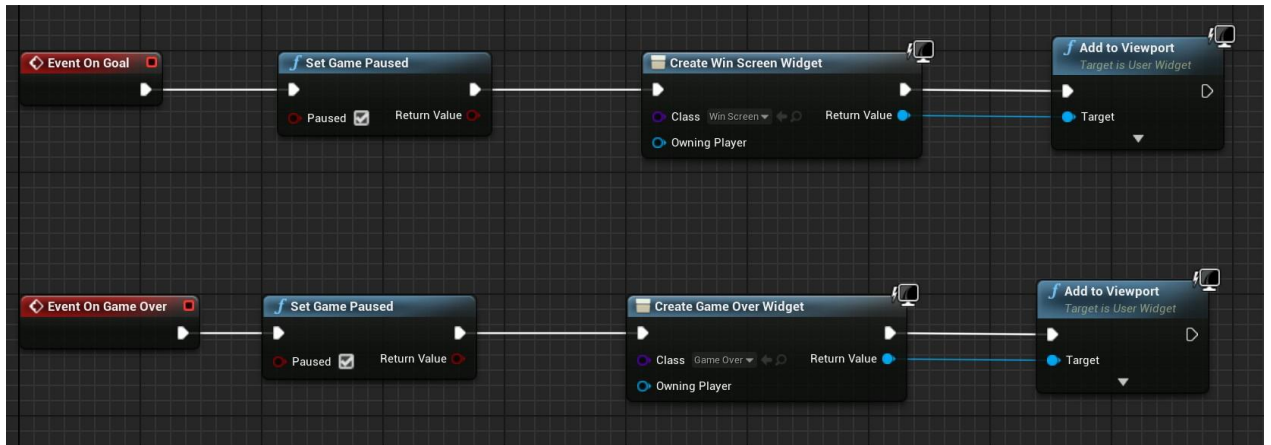
8) Have a look at the TestLevel in the Maps folder. It can be used as a base for your level. Don't forget to set the game mode in Maps and Modes. Make sure you set the default pawn as well for the game mode and a player start for it to spawn into the level.
9) Read the Readme.txt for the inputs, you will have to set them up in editor.

Project should be version controlled using Github but not mandatory.

When submitting, please include your name in the zip file. For example:
[FirtstName][LastName]Option2.zip