Game Engine 3 - Unreal Engine Assignment 3

##

Section 1: The Project 💾

> In this assignment, you will implement game features in Unreal Engine 4 in
> C++. You need to use the project template "Top Down". This document will describe
> the requirements in detail.

Section 2: Professor :robot:

Felix Soumpholphakdy

Section 3: Development Team 🎮

Arisa Ohashi

Philipe Gouveia

Section 4: Development Process ⌛

Trello Board

Section 5: Remarks :joystick:

- **Task 5** - Linear Magic Spell: Press keyboard **Q** to cast the linear spell;
- **Task 6** - AoE Magic Spell: Press **RIGHT MOUSE BUTTON** to cast the Area of Effect spell;
- **Task 7** - Evasive Movement: Press **SPACEBAR** to perform the evasive movement (rolling);
- **Task 9** - Enemy Spawner Trap: The spawn area and the amount of enemies can be set in the Editor;
- **Task 11** - Save: press **P** to open the pause menu and save, load or quit the game;
- **Task 12** - Potions: press **1** for HP potions, **2** for MP potions and **3** for Speed Potions;
- **Task 13** - Ultimate Ability - press **LEFT CONTROL** to use the ultimate ability (kills all enemies within a radius);
- **Task 15** - Loot - press **E** to open the loot gifts when you find them;