

CGT 545 Game Development I  
Development Assignment 1 - Greyboxing

Development (70%)

Copy the image below and build a structure based on the floor plan. Use Unreal's Third-Person Project template (no starter content, no ray tracing). Some considerations:

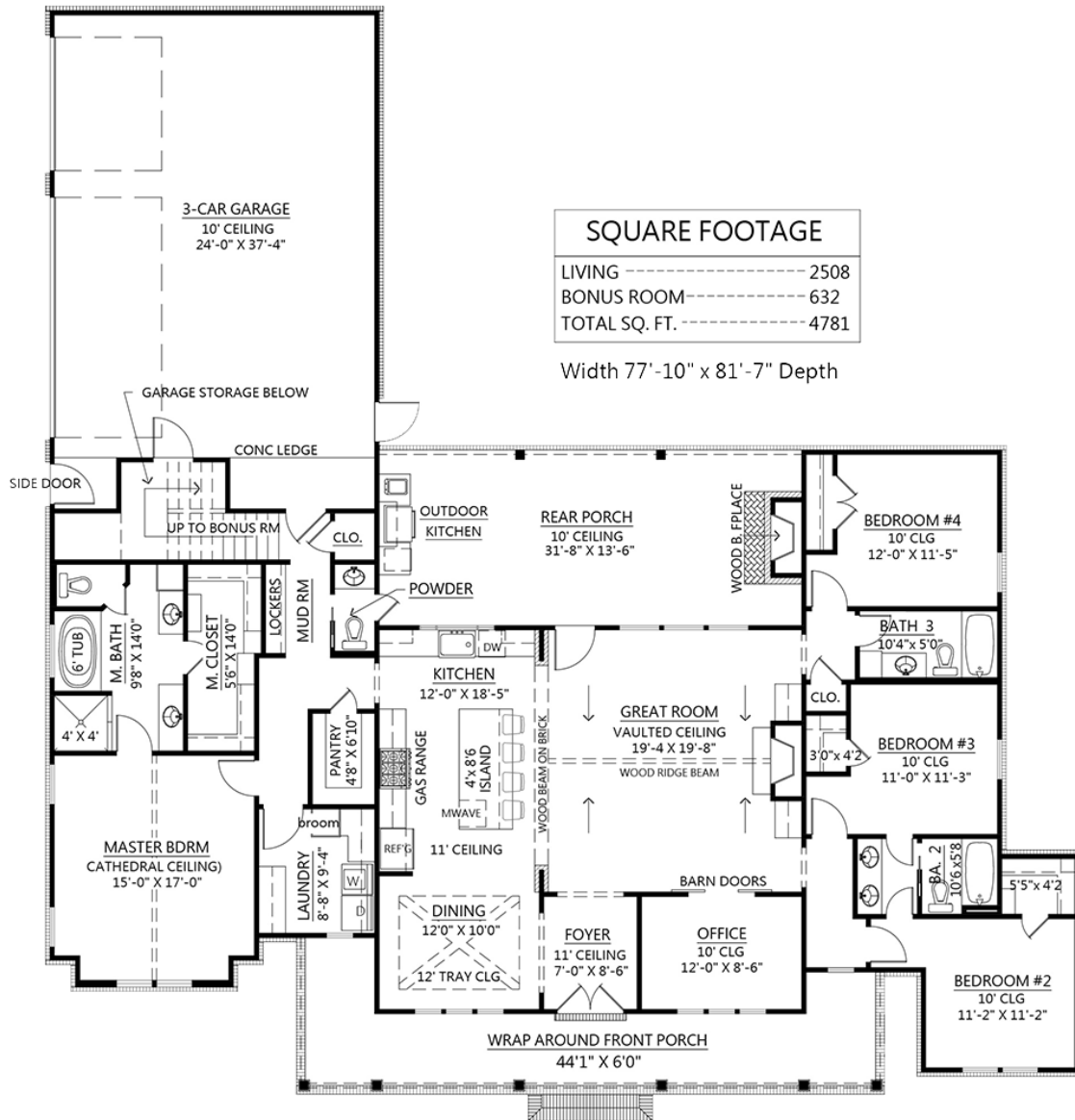
- Plausible proportions. The doors should be reasonably proportioned relative to the default Unreal mannequin
- The building should be fully traversable – e.g. any stairs must be walkable, no invisible geometry blocking free movement
- All geometry should be fitted together correctly. No gaps or z-fighting
- The walls should be brushes only, no static meshes (downloaded assets can be meshes though)
- Lighting should be appropriate for indoor and outdoor settings. Assume daytime external lighting and lights on in the building
- Must adhere to naming conventions from: <https://github.com/Allar/ue5-style-guide>

Innovation (30%)

Use your creativity to build the house and surrounding landscape. The walls must be placed according to the floor plan but other than correctly sized doorways, you are free to make the walls look however you like. You are free to use Unreal Marketplace assets to decorate but be careful as they can make the size of your project get too big to put on GitHub. Experiment and have fun.

Your deliverables are:

- 1) A link to the GitHub repo from which I can download your project. Submit this to Brightspace in a Word document that has a hyperlink to the repo in it. The project should be named: **cgt545-exercise-01-Lastname-Firstname**
- 2) A presentation of the work you did with an in-depth explanation of how you innovated upon the core lesson. Your presentation will be given during class. Be prepared to answer questions about how you achieved your results.



### SQUARE FOOTAGE

LIVING	2508
BONUS ROOM	632
TOTAL SQ. FT.	4781

Width 77'-10" x 81'-7" Depth