# CS 3540 Game Programming

# Assignment X

Game Particle Effects

**Nik Bear Brown**

**nik@ccs.neu.edu**

**Spring 2016**

### One of the assignments 4-8 of your choice.

### Assignments 4-8 are of your choice from the 13 assignments provided.

### Particle Effects

### Develop a particle effects for a game.

### (100 Points) Develop a particle effects for a game

Use code in Unreal, Unity, Maya, Houdini or directly in code to develop particle effects for a game.

**Scoring Rubric**

100 points possible

|  |  |
| --- | --- |
| **Requirement** | **Points** |
| Particle effects | 50 |
| Particle effect code | 30 |
| Tests | 10 |
| Quality | 10 |

**Submission**

You will submit your assignment via BlackBoard.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

### Game Particle Effects Resources

### Unity - Manual: Particle Systems <http://docs.unity3d.com/Manual/ParticleSystems.html>

### Particle System User Guide - Unreal Engine 4 Documentation <https://docs.unrealengine.com/latest/INT/Engine/Rendering/ParticleSystems/UserGuide/index.html>

### Particles - Side Effects Software Inc. <http://www.sidefx.com/index.php?option=com_content&task=view&id=977&Itemid=266>