
Midterm Exam A

In this midterm exam, you will recreate as closely as possible the project shown in the supplied demo video mp4 by using Unreal Engine 4. Make sure to prioritize tasks that you can finish efficiently. The exam is designed to have a large amount of work to do for students to display their mastery of the engine.

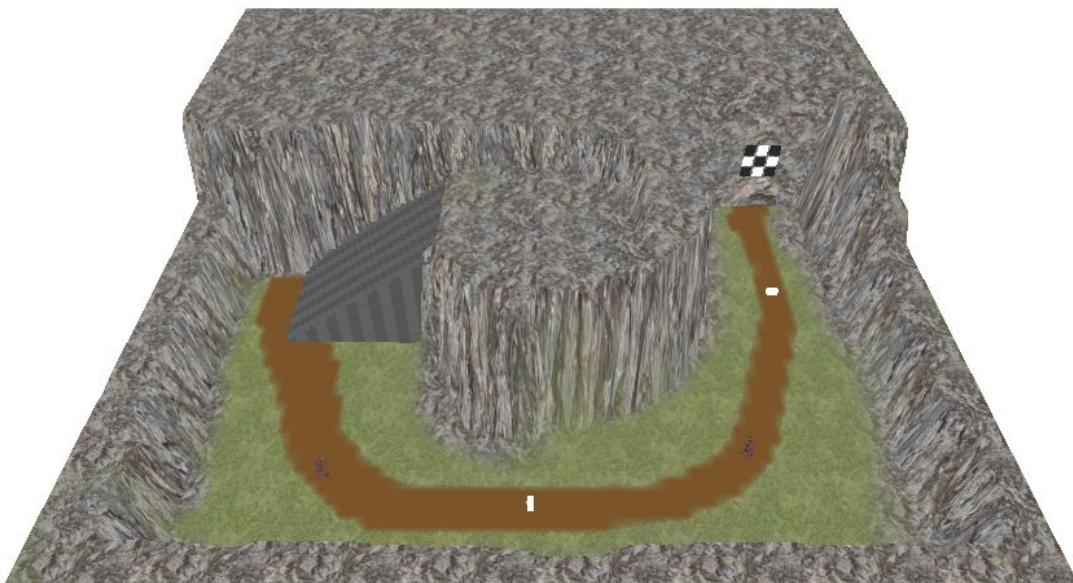
Important setup details:

- Use the [supplied base project](#), which reduces the project file size.
- All raw assets to import are provided in a zip file.
- Before submitting the project, delete the folders **Intermediate** and **Saved**.
- Don't include the raw assets or demo video in your submission.
- Send your submission to me by Mio due to file size limit.

Implementation details:

- The zombies take 5 hits to die.
- The zombies play a "hit reaction" animation **on their upper body** when shot.
- The player cannot shoot with his gun if he has no ammo left.
- The door opens when all light switches have been turned on.
- A light switch will toggle between on and off when hit.

To help you create the level, here is a screenshot of its layout in unlit mode:



Goodluck!

Marks By Requirements

- Environment
 - Landscape sculpt [5 points]
 - Landscape paint [5 points]
 - Geometry brush [5 points]
- Static Mesh [5 points]
- Lighting [5 points]
- AI
 - Trinity [10 points]
 - Blueprint [5 points]
- UI
 - UMG [10 points]
 - Blueprint [5 points]
- Animation
 - System [10 points]
 - Blueprint [5 points]
- Dynamic Materials
 - Material [10 points]
 - Blueprint [5 points]
- Gameplay [15 points]