GA 3331 – Week 4 – Lab Exercise

You are to develop a prototype for a puzzle game within UDK, using the variety of kismet that has been shown to you so far.

# Deliverables

* Two levels that can be beaten.

# Materials

* Triggers
* Matinee
* Toggle/Destroying
* Push blocks
* Camera

# Recommended Process

1. Prototype out your level on paper first, and make sure it’s solvable!
2. If you’re not sure on what kind of puzzle to use, try one of the following for inspiration:
   1. Sokoban
   2. Adventures of Lolo
   3. Chip’s Challenge
   4. Chu-chu rocket
   5. Kwirk
   6. A maze game
3. Choose the mechanics for your puzzle game. If you aren’t sure how to do something, look it up or ask me!
4. Start with the level that you had been making so far as a starting point.