GA 3331 – Week 6 – Lab Exercise

First off, play UDK deatchmatch as a class.

Then, working in groups of 3-4, design and implement either a new pickup, trap, or interaction for a deathmatch level to improve the deathmatch experience.

# Examples

* Pickup that grants a damaging aura and speed
* Pickup that modifies physics around you
* Trap that shoots projectiles at you
* Jump pads, pushable blocks, etc.

# Deliverable

* A demo of the interaction inside of a DM-Deck (shared with everyone)

# Extra Credit

* A custom level (not using DM-Deck)