GA4401 Week1 Homework

# (4 Points) Modify the primary weapon projectile for the link gun

* + **(**1 point**) Modify the color to be something different.**
    - Use cascade to duplicate/create a new particle system into your own custom package.
    - Replace the projectile emitter variable: **ProjFlightTemplate**
  + **(**2 points) **Modify at least two other properties of the projectile.**
    - Damage, Speed, size

ie: Make it move extremely slowly, but do lots of damage

* + **Projectile class is found here:**
    - Development\Src\UTGame\Classes\UTProj\_LinkPlasma.uc

# (4 points) Modify the right click weapon projectile for the shock rifle

* + **(1 point) Change emitter color to be red (to match the instagib one)**
    - Use cascade to duplicate/create a new particle system into your own custom package.
    - Replace the following projectile emitter variable with the one you created **ProjFlightTemplate**
  + **(2 points) Modify at least two other properties**
    - Damage, Speed, size
    - ie: Make it move extremely slowly, but do lots of damage
  + **Projectile class is found here:**
    - Development\Src\UTGameContent\Classes\UTProj\_ShockBall.uc

# (2 points) Shock combo Explosion for shock rifle

* + **(1 point) Using Cascade, make it a different color.**
    - Modify the EmitterTemplate variable to point to your emitter.
  + **(1 point) Make the shock combo explosion a different size, or do different damage** (or some other interesting property)
  + **The explosion class is found here:**
    - Development\Src\UTGame\Classes\UTEmit\_ShockCombo.uc

# To hand in:

Be prepared to present your homework to me in class on the second week.