**Advanced Game Development: Week2 Assignments**

The Perforce is up and running for the class, please submit all assignments under the week##, create a folder with your name and push project.

ctin\_485

>Week##

>[Student\_Name]

>[Assignment]

**Assignment Week 2 – Build a SHMUP**

In a shoot 'em up(SHMUP), the player character engages in a lone assault, often in a spacecraft or aircraft, shooting large numbers of enemies while dodging their attacks. A SHMUP is one of the earliest video games and some of the most simplest created. But it is a game genre that stands the test of time. Some notable ones include Asteroids, Galaga, Centipede and Gradius.

For this weeks assignment is to build a basic SHMUP from scratch. Be creative with the assignment, create your own assets or find some on the web for the main player and enemies. Use the starter content to help build your levels. Use the default Unreal look to your advantage. First create the basic prototype and then play with scale, camera angles, bullets types that will set your game apart from others in the genre.

* Setup a Game type
* Move a Pawn around with controls from the keyboard,
* Gain control of the camera to follow Pawn
* Shoot bullets from the pawn
* Create enemies to shoot at and move them around on the screen
* Detect collision and destroy objects accordingly
* Play sounds effects, and have music for the game.
* Track lives and display on screen, Show Game Over when all lives lost, and show option to start again.
* Make it unique