

CSYE 7270

Building Virtual Environments

Assignment 2 – Learning Unreal

Professor: Nik Bear Brown

Due: June 9, 2020

TA: Rui Xia <xia.r@northeastern.edu>

Assignment 2 – Learning Unreal

Counts towards assignment score

Implement a running game that replicates the “roll a ball” game the video Roll A Ball in Unreal Engine 4 Tutorial - Introduction and Demo (Part 1) <https://youtu.be/5rVJv3iNmzQ>

Propose five significant feature enhancements to the game for approval to the TA.
These must be pre-approved.

Implement five significant feature enhancements to the game.

See <https://www.skonks.com/post/skunker-game-ai-learning-games>

Create a short video of you playing your game that shows its features.

For examples, see CSYE 7270 Assignment 1 (Game Programming) https://youtu.be/6Db_1zyul5U

Grading Rubric

Did I explain my code and design clearly? (40 Points)

How effective are you at explaining the code and assets you created for your game?

Your code review score will be scaled to a range of 0 to 5, then multiplied by 5 and be used for this score.

Did I explain my evaluation clearly? (10 Points)

Clearly explain the code and play-testing.
Is there play testing?

Playable (10 Points)

It MUST run.

What code is yours and what have you adapted? (10 Points)

You must explain what code you wrote and what you have done that is different. Failure to cite ANY code will result in a zero for this section.

Licensing (5 Points)

Did I explain my licensing clearly? Failure to cite a clear license will result in a zero for this section.

Gameplay Video (15 Points)

Create a gameplay video that explains how to play the game and how you created it.

For gameplay see Nik Bear Brown - Game Programming Classes student work

<https://www.youtube.com/playlist?list=PLIS8mRE04MvrZLvLvzZzDV8yqeBasdHfD>

Scope and overall quality (10 Points)

Is the scope enough for the assignment? The TA will rate it like one would rate a game on the Appstore.