CST8237 Project Assignment 1

Objective:

Design and create one game using the unreal engine.

Due: Friday October 20th 2023 at 11:59PM On BrightSpace.

Grade: 20%

Deliverables:

1) UML Class diagrams.

2) Unreal engine project containing all C++ code and game assets.

3) A Packaged game executable.

The game must Contain the following technical requirements:

1) Use of a Game Mode class.

2) Use of a GameState class.

3) Use of Actors.

4) Use of Pawn.

5) Use of Player Input.

6) Use of Collision (Overlaps and/or Hit)

7) Use of a HUD (Print Score on the screen). Simple debug string will do.

8) Use of the Projectile Movement Component (Refer to the Unreal Documentation on how to use this Component. It won't be covered in class).

9) Archetypes (Blueprints) for all objects in the game.

10) One playable Game Level. (The level must be playable when the game starts)

Bonus Marks.

1) Write your own physics instead of using the Projectile Movement
   Component

**Project should be version controlled using GitHub, and
the Professor can be added to the project. Github User
name:**

titovk