GAME 3003 CONSOLE GAME DEVELOPMENT I

Lab 1

DESCRIPTION:

This lab will get you started on creating basic gameplay mechanics which will be using to eventually wrap up in a console type of game.

REQUIREMENTS:

1) Create a new C++ project using the naming convention:
    a. Lab_LastName_FirstName
    b. You can use any of the templates that are available
2) Save it in your workspace folder
3) **Add the appropriate files to P4 and check it into P4**
4) Add the following gameplay mechanics
    a. A goal to the level, some examples include
        i. FPS: Shoot targets
        ii. Third Person: Get keys, unlock doors
        iii. Side Scroller: Navigate to the top by collecting coins
        iv. Vehicle: Get from A to B
        v. Twin Stick: Shoot bad guys
    b. A timer that starts at 0 and will be stopped when the main goal is achieved
    c. Add something that the player can pick up
        i. Gems, Treasure, Orbs, etc
    d. Add some sort of score
        i. Increment it when you get a pickup or shoot a target
    e. Add a UMG UI which displays
        i. Time
        ii. Score
        iii. Number of pickups
        iv. Anything else that might be useful
    f. When the goal is achieved, stop the timer, pause the game, and display a results screen
5) **Check in the changes into P4**
6) Close the editor and recompile project in Visual Studio
7) **Add the binary files to P4 and check it into P4**
8) Submit screen shot of your history tab to Blackboard.

DUE DATE:

End of week 4.

DELIVERABLES:

IMPORTANT! READ THIS CAREFULLY. Be sure you are not including large and unnecessary directories.

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Before submitting C++ Projects:
Close the editor and re-compile your project in visual studio
To clear out hot-reload dlls and to make the project usable without needing to recompile.
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In P4V, add the following:

- The **.uproject**
- The **Content** directory
  - <u>Not</u> the StarterContent directory
- The **Config** directory
- The **Source** directory (if there is one)
- Binaries/Win64/UE4Editor.modules *(if available)*
- Binaries/Win64/UE4Editor-[project name].dll *(if available)*
- Binaries/Win64/[project name]Editor.target *(if available)*

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**********************************************************
DO NOT Submit the following:
-   .vs folder
-   intermediate folder
-   binary folder content, other than the three files listed above
-   saved folder
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Take a screenshot of your History tab for your Lab and upload that to Blackboard.

Revision (Changelist)	Date Submitted	Submitted By	Description
1276	2018-09-27 10:01 AM	fkrstevski	Lab 3: Rotating powerups
1275	2018-09-27 9:59 AM	fkrstevski	Lab 3: Adding PowerUps
1274	2018-09-27 9:55 AM	fkrstevski	Lab 3: Adding health changing function
1270	2018-09-27 9:46 AM	fkrstevski	Lab 3: Adding health variable to c++ character class
1268	2018-09-27 9:43 AM	fkrstevski	Lab 3: Adding screen debug messages for player name and position
1267	2018-09-27 9:37 AM	fkrstevski	Lab3: Using log channels in classes
1265	2018-09-27 9:24 AM	fkrstevski	Lab3: Adding log channels
1263	2018-09-27 9:21 AM	fkrstevski	Lab3: Adding template C++ TopDown project

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You will lose marks for not having multiple and descriptive changelists
You will lose marks for submitting extra files or not having the correct files
submitted.
You will get 0 if the project does not run.
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