



GAME 3003 CONSOLE GAME DEVELOPMENT I

Lab 2

DESCRIPTION:

This lab will get to you add a bit more complexity to the game from lab 1 so that we can have it ready to apply our console specific features later on.

REQUIREMENTS:

- 1) Continue working from Lab 1
- 2) You should add 2 additional levels to your game
- 3) Once you beat level 1 display the results screen
 - a. The results screen should have a button to go to level 2
- 4) Level 2 should add one new gameplay mechanic and make something a bit harder from level 1
- 5) Once you beat level 2 display the results screen
 - a. The results screen should have a button to go to level 3
- 6) Level 3 should add one new gameplay mechanic and make something a bit harder from level 2
- 7) Once you beat level 3 display the results screen
- 8) Close the editor and recompile project in Visual Studio
- 9) **Check in the updated binary files to P4**
- 10) **Create a new workspace and get the latest for your project**
 - a. **Make sure you can open it and run it successfully**
 - i. **If not, you need to fix it**
- 11) Submit screen shot of your history tab to Blackboard.

DUE DATE:

End of week 6.

DELIVERABLES:

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

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.

In P4V, add the following:

- The **.uproject**
- The **Content** directory
 - Not 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)

DO NOT Submit the following:

- **.vs** folder
- **intermediate** folder
- **binary** folder content, other than the three files listed above
- **saved** folder

Take a screenshot of your History tab for your Lab and upload that to Blackboard.

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

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.
