GAME 3003 CONSOLE GAME DEVELOPMENT I

Lab 3

DESCRIPTION:

This lab will get you working with some of the console UI requirements.

REQUIREMENTS:

1) Continue working from Lab 2
   a. Create a Lab 3 Branch in P4
      i. In P4
         1. Right click on your Lab 2 project
         2. Select "Branch Files…"
         3. Set "Choose target files/folders:" to include Lab 3
         4. Click on the Branch button
         5. Click on the Lab 3 folder in the Depot view
         6. Press Get Latest
2) Add the following screens.
   a. Splash Screen
      i. Displays for 3 seconds
      ii. Then Opens up the Start Screen
   b. Start Screen
      i. Contains Active elements
      ii. **Press any button** message
      iii. Need to have multiple players setup (should be 4)
      iv. When a controller key is pressed, set the active controller and open up the game map
3) Only the active controller, which is established on the start screen, should have control in the game.
4) Close the editor and recompile project in Visual Studio
5) **Add the binary files to P4 and check it into P4**
6) Submit screen shot of your history tab to Blackboard.
7) **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**
8) Submit screen shot of your history tab to Blackboard.

DUE DATE:

End of week, Sunday 11:59pm

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
  - <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)*

> **
> **DO <u>NOT</u> Submit the following:**
> - **.vs** folder
> - **intermediate** folder
> - **binary** folder content, other than the three files listed above
> - **saved** folder
> **

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

> ***
> **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.**
> ***