



GAME 3003 CONSOLE GAME DEVELOPMENT I

Lab 4

DESCRIPTION:

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

REQUIREMENTS:

- 1) Continue working from Lab 3
 - a. Create a Lab 4 Branch in P4
- 2) Make sure you have 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
 1. When a controller key is pressed, set the active controller, and open the Main Menu Screen
 - c. Main Menu Screen
 - i. Buttons
 1. **Start Game** button
 2. **Credits** button
 3. **Exit Game** button
 - ii. Input from the active controller only
 - d. Pause Menu (Gamepad Special Right Action Mapping)
 - i. **Resume** button
 - ii. **Main Menu** button
 1. Goes back to the Main Menu Screen
 - iii. **Quit Game** button
 1. Quits the Game
 - iv. Input from the active controller only
- 3) Only the active controller, which is established on the start screen, should have control in the game.
- 4) **All screens except the Splash Screen need to have active elements.**
- 5) Add button icons on screens that need them:



- 6) You should be able to Pause and Unpause with the **Gamepad Special Right** button
- 7) You should be able to use **Gamepad Face Button Right** to back out of screens including the Pause menu
- 8) Close the editor and recompile project in Visual Studio
- 9) **Add the binary files to P4 and check it into P4**
- 10) Submit screen shot of your history tab to Blackboard.
- 11) **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**
- 12) 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
 - 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

Revision (Changes)	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.
