

Unreal Engine project: “Minigame Fair”

Task:

Work through the lecture video and create a simple UE4 project.

Requirements:

A built windows executable of the Minigame fair project. The built project should have:

1. Your MinigameFair level with all the custom Blueprint Actors placed inside of it, and any level layout changes you made.
2. Your blueprint actors for the Fish (and its sub-classes), the Basket, the Fishlauncher, the StartActor, and the ScoreUI user interface widget. All these blueprints should function, including the ones that need to be placed and set up in your level, and the project should be playable.
3. The player should be able to launch the game, walk over to the start actor, and earn points (that show up on the user interface) by catching fish. There should also be a button to exit the minigame present on the UI.
4. Any extra features or art assets you’ve added should be easily visible.

Your project should be built using the File->Package Project-> Windows -> Windows (64-Bit). See the attached image to see where this option is. The editor will ask you where you want your build to be created.

After a (sometimes lengthy) build process, the editor will create a folder at the location you chose called “WindowsNoEditor”. That folder will contain your game executable, and other data included in the game build.

Compress the whole folder into a zip file and rename it to “LastnameFirstname_MinigameFair”

Upload that zip file.

