STUDENT NAME
Replace this text with your full name

MIDTERM PROJECT

Notes for the Student: This assignment is one of two designed to give you practical experience in Unreal Engine 5.

Background: You will need to have access to the latest edition of Unreal Engine 5.

Assignment Submission Requirements

- An electronic copy of your work (**UE 5 project and a written report**) should be uploaded to Blackboard by midnight on the deadline date.
- The Midterm Project will be presented **live** during the last week before the Midterm Break. If a group fails to present and answer questions about their project, **an 100% penalty will be received.**
- **This Assignment WILL NOT BE ACCEPTED VIA EMAIL.**
- **The Assignment will receive an 100% penalty if all the files of this section are not included in the submission.**
- The **written report** must be in **PDF format** and must follow the attached template (GD document).

Assignment Regulations:

- **This assignment will be completed in groups.**
- **Please review Seneca's policies on Academic Integrity, specifically:**

"Each student should be aware of the College's policy regarding Cheating and Plagiarism. Seneca's Academic Policy will be strictly enforced. To support academic honesty at Seneca College, all work submitted by students may be reviewed for authenticity and originality, utilizing software tools and third-party services. Please visit the Academic Honesty site on http://library.senecacollege.ca for further information regarding cheating and plagiarism policies and procedures." **Thus, ensure that your code or any part of it is not duplicated by another student(s). This will result in a percentage of zero (0%) assigned to all parties involved.**

BEFORE YOU START

Technical Requirements

- All back-end functionality **MUST be completed in Unreal Engine 5.**

REQUIREMENTS

As a new developer, you are tasked by the company that hired you to create a simple game in two iterations. This Assignment resembles the first Iteration. You will create a game in Unreal Engine with the below features.

Features

- The game should fall into a known genre:
    - **Action Game:** A Third- or First-Person Action Shoot-em up in a 3D Setting.
    - **Role-Playing Game:** A Third- or First-Person Action RPG up in a 3D Setting.
    - **Side Scroller:** A 2D or 3D Arcade game.
    - **Strategy Game:** A 2.5 Projection game.
    - **Classic Adventure game:** Any Projection, 3D or 2D.
    - **Classic 2D Arcade Game.**
    - **Any combination of the above.**
- The game should have clear Rules and Mechanics.
- The Game's Genre should be clearly stated and implemented.

- The game should include Formal Elements.

- The game should include Dramatic elements.

- The game should include Character(s) or units:

  - Characters with background and story.

  - Character with arc in the game.

  - Fully animated.

  - Cameras (if needed)

- The game should progress from a clear starting point or set to a logical end.

- The game graphics should be well-designed and create a Setting based on the Dramatic Elements theory.

- The game time should be at least 30 minutes.

DELIVERABLE

- Compressed Unreal Engine 5 project, that includes ALL the files of the game.

- A Build of the game for Windows systems.

- Filled GD document.

GOOD LUCK!

RUBRIC

Criteria	Not Implemented 0%	Partially Implemented 50%	Fully Implemented 100%
Clear Genre or combination (15%)	Not clear.	Clear but does not meet criteria.	Clear new or existing genre.

Rules and Mechanics (20%)	No clear Rules and Mechanics.	No Rules or no Mechanics.	Working Rules and Mechanics.
Game Progression (10%)	No clear start and end.	Clear start or clear end.	Clear start and end.
Game Graphics (20%)	Overlapping not-well-designed graphics	Overlapping or not-well-designed graphics	Well-placed and well-designed graphics
Formal Elements (10%)	Not implemented.	Implemented but do not work properly.	Implemented and work properly.
Dramatic Elements (10%)	Not implemented.	Implemented but do not work properly.	Implemented and work properly.
Character (10%)	Not created.	Created but either no arc and story or not animation and camera.	Created with character arc and story and animated with camera.
Game Time (Length) (5%)	<10 minutes.	<20 minutes	20<x<22 minutes