

This is the second of two assessments that contribute to your mark for the Programming for Artists and Designers module. Each assessment counts for 50% of the total marks for the module.

You are reminded that the work that you submit for this assessment must be entirely your own. If you copy some or all of another student's work, or write any, or all, of your program with the assistance of anyone else, you will be subject to disciplinary procedures. These may result in you being awarded zero marks for the whole assessment, or other, more severe penalties. If you allow another student to copy some or all of your work, you will be subject to the same disciplinary procedures and penalties as if you had copied the other student's work.

Never store your program code on the PCs' hard drives, as this would allow other students to copy your work. If you print a copy of the make sure you collect it immediately.

You must hand in your program **code files and directory structure** (i.e. the package folder and its sub-directories: classes and textures), preferably on a CD but a floppy disc will also do. The code files also include your .int file.

You should also submit **hard copies** (print outs) of your code to the Music, Media and Performance School office, by 12.00 p.m. on Friday, 9<sup>th</sup> May 2008. The program code must contain a comment giving your name and a statement that the program is all your own work. You may be required to explain what your program code does, in an oral interview with me, or with another member of staff.

### **The Assessment**

The assessment aims to introduce you to thinking out then coding your own weapons.

You have been approached by team of professional modders who wish you to imagine then code a new weapon for them.

### **The Weapon:**

The first thing to mention in graphics, you do not have to give your weapon or projectiles new graphics. If you wish to doing so will earn you some additional credit, but this is negligible.

You should come up with a firm idea of what you want the weapon to do. Will the weapon spawn health packs, fire instagib rifle shots at a tremendous rate, what effect will the secondary fire option of the weapon produce. If you are unsure on the difficulty of what you have chosen to do then don't hesitate to contact me.

### **Coding:**

The projects code is broken down into one part; each one should have its own code file. Along with the code files I wish the .int file to also be submitted.

Once you have a firm idea of what you want to achieve then look at how you go about it. Tutorials 6 and 10 are of the most importance when coding your weapon, these provide a walk through to modding weapons, the files needed and how they should be altered.

Break down the coding task into stages, compiling at each stage to check for errors. Do not attempt to code it all in one go, doing so will generate lots of errors and will make the task of debugging that much harder. Good idea is to generate all the code files you need but other than the file name and class header leave the file black. Code each file in turn compiling at each stage.

Some complicated ideas may require additional code, such as a weapon that affects a pawn in a way the game currently doesn't allow. In these cases coding an additional pawn class may be required. For the pawn example see tutorial 8.

### **Building on what has come before**

Much of your code will use functions and ideas that are already covered in the games script files. Use these get an idea of how the functions you are altering look and how to implement them.

### **Massive Code Base**

Remember unreal has a massive code base and it is therefore impossible for us to cover every possible function in class, use online materials provided in the links section online encounter a function that you don't recognise. If you are still stuck get in touch with me and ask.

### **Commenting**

You are marked on your comments; you are therefore reminded that your code should be more than adequately commented.

See the resource file online for an example of the commenting you are expected to give.