

Unreal 4 Beginners Project Group

Instructor Info

Instructor: Jared Frees

Email: frees.10@osu.edu

Call/text: 513-340-8274

Class Time: Tuesday 2:00pm – 2:45pm

Course Overview

Welcome to the Unreal Engine 4 project group for beginners! Unreal Engine 4 is a complete suite of game development tools. It can be used to create a range of different games, from 2D mobile games to console games, and virtual reality. It is also completely free. In this project group, we will learn to use the basics of Unreal Engine 4, and designing a game for your final project.

Popular games made in Unreal Engine 4:

- Gears of War
- BioShock
- Borderlands
- Street Fighter V
- Batman: Arkham
- Mortal Kombat
- Mass Effect

Course Expectations

- Absences: Notify me if you will not be able to make a meeting, text or email.
- Respect everyone: stay off your cellphones
- Come prepared: bring your laptop to every class

Requirements:

1. **Laptop** that can run Unreal Engine 4
 - Unreal recommends 8 GB RAM and a quad-core processor. Unreal will run on laptops below these recommendations, but performance will be limited.
 - Obviously I'm not going to tell you to buy a new laptop but just to let you know, this is a very powerful program that can be intensive on your computer.
2. **Textbook**

Learning Unreal Engine Game Development

By: Joanna Lee

Print ISBN-13: 978-1-78439-815-6

Web ISBN-13: 978-1-78439-596-4

Finding the textbook

- The textbook we are using is paid for and provided by the OSU Libraries.
- Go to library.osu.edu
- Search for “safari books online” in the search bar.
- Click on the first link.
- If you are connected to OSU wifi
 - Scroll down and click on the link that says, proquest.safaribooksonline.com/?uicode=ohlink
Connect to database online
- If you are not connected the OSU wifi
 - Scroll down and click on the link that says, proxy.ohiolink.edu:9099/login?url=http://proquest.safaribooksonline.com/?uicode=ohlink
Connect to database online (off-campus access)
 - This is directly below the link from above
 - This requires you to sign in with your OSU username and password.
- Both these links will bring you to the proquest.safaribooksonline.com website
- This website actually has thousands of textbooks you can use for all different kinds of subjects ranging from math and science to digital media to app development and computer programming. It is a great resource to use if you are interested in researching things on your own time.
- In the search bar in the top right of the website, search for “Learning Unreal Engine Game Development” and click on the book when it comes up.
- Now you should be looking at the table of contents of the book.
- I suggest saving the URL of this book in your favorites for future use.
- This process can be a little complicated so just ask me if you have any questions.

Point System

- You have the opportunity to earn a maximum of 100 points in this course

Attendance: 3 points each week = 42 points max

Assignments: 2 points each week for seven weeks = 14 points max

Final Project: 44 points

Course Structure

- The first seven weeks of this course we will be going through the textbook and learning how to use Unreal Engine 4
- The last seven weeks will be you designing a final project to present at the end of the year party

Course Schedule

Week	Subject	Homework
1 (1/10/17)	An overview of Unreal Engine	1. Finish downloading Unreal Engine 2. Setup Epic Games account
2 (1/17/17)	Creating your first level	1. Read chapter 3
3 (1/24/17)	Game objects	1. Read chapter 4
4 (1/31/17)	Material and light	1. Read chapter 5
5 (2/7/17)	Animation and AI	1. Read chapter 6
6 (2/14/17)	Particle systems and sound	1. Read chapter 7
7 (2/21/17)	Terrain and cinematics	1. Finish example project
8 (2/28/17)	Work on project	Work on project
9 (3/4/17)	Work on project	Work on project
(3/14/17)	NO CLASS	SPRING BREAK
10 (3/21/17)	Work on project	Work on project
11 (3/28/17)	Work on project	Work on project
12 (4/4/17)	Work on project	Work on project
13 (4/11/17)	Work on project	Work on project
14 (4/18/17)	Work on project/Present project	Work on project

Final Project

- We will go over the specifications and requirements later in class
- Basically you will be making a game using all the aspects of game design you have learned in this course.

Extra Credit

- I will give 5 points of extra credit to the best overall game