Lab Assignment

Vampire Mod

Due: end of Lab Session of week 10/22

In groups of 2 (to be done in the lab session)

Project description: In this lab assignment, you will create what is known as the vampire mod. It is based on FPS style game, but instead of just decreasing health when the character gets hit, you will manipulate the engine to give the health to the aggressor (i.e. the character who hit the other character).

Requirements:

1. load up the FPS start kit
2. building your own level for the FPS (art content)
3. Adjust the health distribution so that (1) the aggressor gets the health that was decreased by the hit on the other character AND (2) everytime a projectile is fired the health of the shooter is decreased by 10 units. (programming or modding)

Show the game to the TA and then you are done.