Name: Date: Period:

American Government Grade 11

Questions and Screen Shots: The Level Designer Quick Start Tutorial (LDQST).

GETTING STARTED: Type your answers to the questions below as you complete the supplemental tutorial and the LDQST. They are numbered the same as they appear in the tutorial.

Paste your screen shots in order as you complete the steps. This document will also include your extended responses and outline. You will submit this for a grade.

Part 1

14. What happens with the ALT + LMB command? Become familiar navigating in the Viewport Screen.

15. You can also familiarize yourself with the different gizmos. Practice moving the directional light actor by dragging the different colored gizmos. What happens to the actor when you drag the blue, green or red arrows?

18. Can you use the gizmos to place your actor at the coordinates Figure 8 shows below?

20. What happens to the chair when you drag the blue, green and red arcs while using the rotation tool?

22. Take a screen shot, or snip, of your level before moving on to step 16 of the LDQST. Make sure your file name (top right corner) can be seen in the image. Paste it into a Word Document named similar to "Your First Name Initial_Your Last Name_LevelDesignQS" (ex. N_Pant_LevelDesignQS).

24. Take another screen shot or two of your final scene and paste it into your Word document. Do not move on to the next page (section 5).

25. How did you decide what actors to use and where to place them?

26. How did you incorporate detail? Did it improve your scene? In what ways?

27. In what ways can this scene be used in your American History Project?

Part 2

9. How does the Directional Light Actor affect the design of the level?

13. Copy and paste a screen shot or snip image of your scene so far to your Word document from the previous tutorial (see Figure 14 for an example). This time, also provide a paragraph explaining the following:

1. something that you learned about using Unreal
2. what your favorite part of Unreal has been so far
3. how you see using it in your project.

Part 3

6. What specific changes occurred in your level after the build?

11. Take at least 4 screen shots showing off different areas and actors of your level. Include them in your Word document [this document] from the previous tutorials.

12. Create a detailed outline along with your images explaining how your video game level will look using the Unreal Engine 4. Make sure that you use proper video game development terminology and make connections between your knowledge of amendments to the U.S. Constitution and the project. You will use this outline as a starting point to move forward and create an orginal level on your own. It must be easy to visualize your level based off of your outline.