Week 6, Video 2: Packaging Pong

A Truly Unreal Curriculum

Overview

Lecture: **Week06_Video02_PackagingPong**

The objective of this lecture is to wrap up the game development process for Pong and provide advice on how to take your game to the next level.

Outcome

Students will have learned how to package their game into an executable file.

Packaging your Game

- Go to the File tab (top left corner)
- In the menu that opens up, go to Package Project under the heading Project and choose the file format that you want your game to be in (i.e Windows in this case)
- In the pop-up window that appears, save your file in a suitable location
- Unreal Engine will then package your game into an executable file and will store the game in the location you selected
- If the packaging process does not complete successfully, you can click on Show Output Log in the Packaging progress window to find out what went wrong.

Ideas for taking your game forward

- Improving the main menu
- Settings to change colours of paddles and arena
- Including game credits
- Adding harder levels by changing the speed

Homework Assignment

Complete A5: The Next Level in Homework Assignment Week 4-6 to complete the first half of **A Truly Unreal Curriculum.**