1. **Project file compressed in .zip format containing the following:**

	1. A demo room.
	2. The room to have 6 display items (make sure you make the rooms so that all items are displayed properly)
	3. Cover the following concepts as contents of the display items. (Note: You may combine concepts within the contents you will use on display items like what was covered in the tutorials in-class):
		1. Class Blueprints
			1. Make the blueprint of lift which will go up and down on the press of a button. Use the trigger item from the demo room contents as the button to make the lift go.
			2. Light blueprints-1. You want to be able turn a light on and off by interacting with the trigger item blueprints.
			3. Light blueprints-2. Create a second light and make the light intensity to brighten up and dim down when it is on, by pressing the + and - keys respectively.
			4. Light blueprints-3. Create another light with a "Text Render" that keeps track of how many times it has turned on/off.
		2. Materials: (Note: Apply instances of the materials you make to the objects you show in the display items)
			1. Brick materials:
				1. Create a brick material which utilizes base color, metallic, roughness, and normal.
				2. Create a brick material where you will have the effect of water running down in the crevices. Use the normal/mask textures to align and work with the metallic/roughness channels to create the reflectiveness of water in the crevices. Use texture coordinates to make the water run down the brick.
			2. Liquid materials:
				1. Liquid material-1: Make a material with a murky color like muddy water, or paint. You do NOT need to make the material translucent. You DO NEED to make sure that the roughness, metallic and other channels are set up properly for this material to look like liquid, not a solid material.
				2. Liquid material-2: Use a network to drive the normal channel of the material to create wave effects. You will have to use texture coordinates here to make the waves move.
				3. Liquid material-3: Create a complex normal channel with at least three sets of texture coordinate expression modifications to make the waves look more natural and random.
				4. Liquid material-4: Make a material instance based on the liquid material-3 and have it interact with the user:

The user should activate interaction with this material by toggling a trigger item.

When the interaction is enabled:

The user should be able to change the wave heights by pressing +/- keys.

The user should be able to change the color of the material. (For simplicity you may assign colors to keys on the keyboard to choose from).

1. **Report file describing the following:**
	1. Make sure you make a copy of all of the assets (materials, textures, meshes, blueprints, etc.) in one main folder
	2. Folder must have your name
	3. Submit the compressed content of your project