# Driller Odyssey Closing Kit

## **A pink object on a tile floor Description automatically generated**

Figure 1. A model of a laser beacon created in 3Ds Max.

## **DRILLER ODYSSEY**

Document version number 1.3

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Table of Contents

[Driller Odyssey Closing Kit 1](#_Toc188573120)

[**A pink object on a tile floor

Description automatically generated** 1](#_Toc188573121)

[**DRILLER ODYSSEY** 1](#_Toc188573122)

[API Versions 2](#_Toc188573123)

[Repository 3](#_Toc188573124)

[*Driller Odyssey* repository link: 3](#_Toc188573125)

[Credits 3](#_Toc188573126)

[Issue List 3](#_Toc188573127)

[- **Animations –** Did not work in Unreal Engine. 3](#_Toc188573128)

[- **Textures** – Only able to apply the base colour map. 3](#_Toc188573129)

API Versions

|  |  |  |  |
| --- | --- | --- | --- |
| **API** | **Version** | **Purpose** | **Links** |
| Unreal Engine API | 5.5.0 | Gives access to game development tools including rendering, AI, physics, and input management. | [The most powerful real-time 3D creation tool - Unreal Engine](https://www.unrealengine.com/en-US/download) |

Repository

*Driller Odyssey* repository link: <https://github.com/AstraaaV/GDV5002_PORT1_ST20267371.git>

Credits

**Hope Axford-Dando –** designed model concept art, created models with appropriate materials and textures, added animations and sounds.

Issue List

* **Animations –** Did not work in Unreal Engine.
* **Textures** – Only able to apply the base colour map.