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Dimensional Doors

Prof. Roy

Quick Write up

The Dimensional Doors project is a game inspired by a mod for the game Minecraft. In the game players can open up a door and be teleported to a random dimension with something interesting in it.

The skills that I used including 3D modeling and utilizing a game engine.

We used Blender, Git, and Unreal to create our project. Git was used to manage our project, and Blender and Unreal were used for creating the actual game.

We produced an interactive VR game and a long write up detailing how everything in the game works.

I accomplished leading a tutorial and creating a VR game from an idea I had. I'm not super proud of how I lead the tutorial but did enjoy working on the project.

What I did is below

- Setup initial VR pawn
- Taught Mei the basics of Unreal
- Made the starter level
- Created the door asset
- Created the nothingness level
- Adjusted assets for Kitchen level manually in blender
- Created bottle model for Kitchen level
- Created Kitchen Level
- Created second version of landscape for cave level
- Added Rock wall to Ocean level