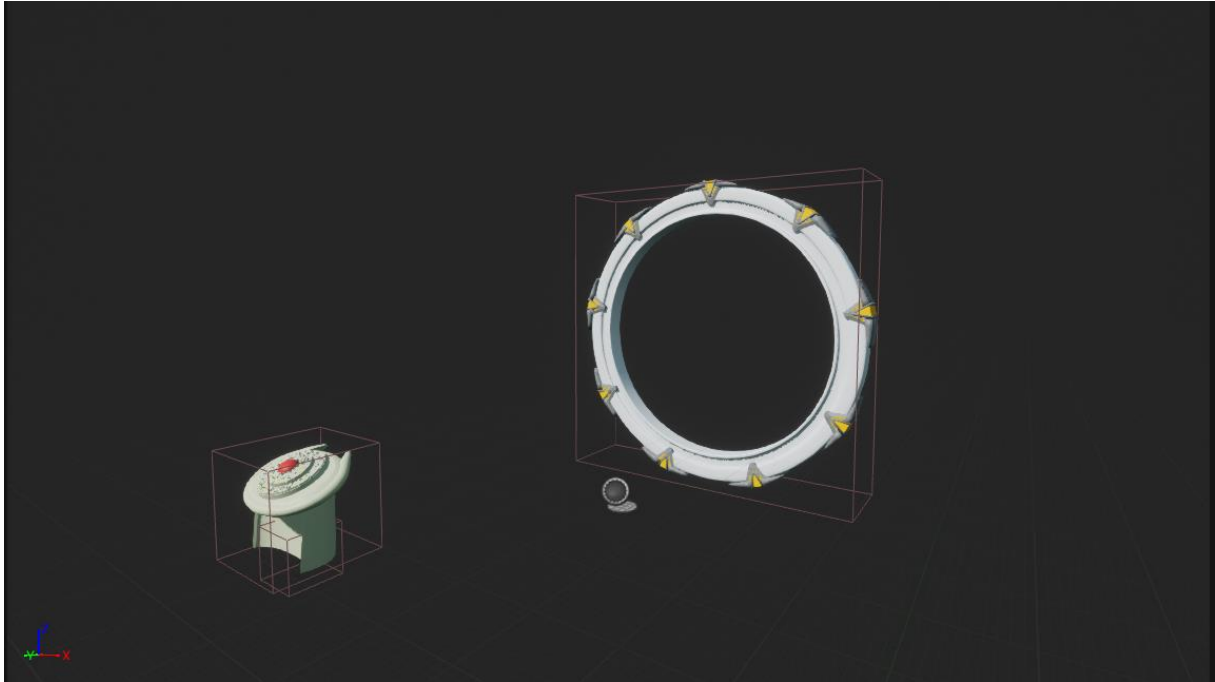Fatih Furkan Erkeç

Stargate Project

First, I opened first person shooter template and import stargate and DHD .fbx files. Textures for loading screen and portal material. SFXs for click, gate open, gate close and teleport sounds. Then I combine Stargate and DHD into actor blueprint.
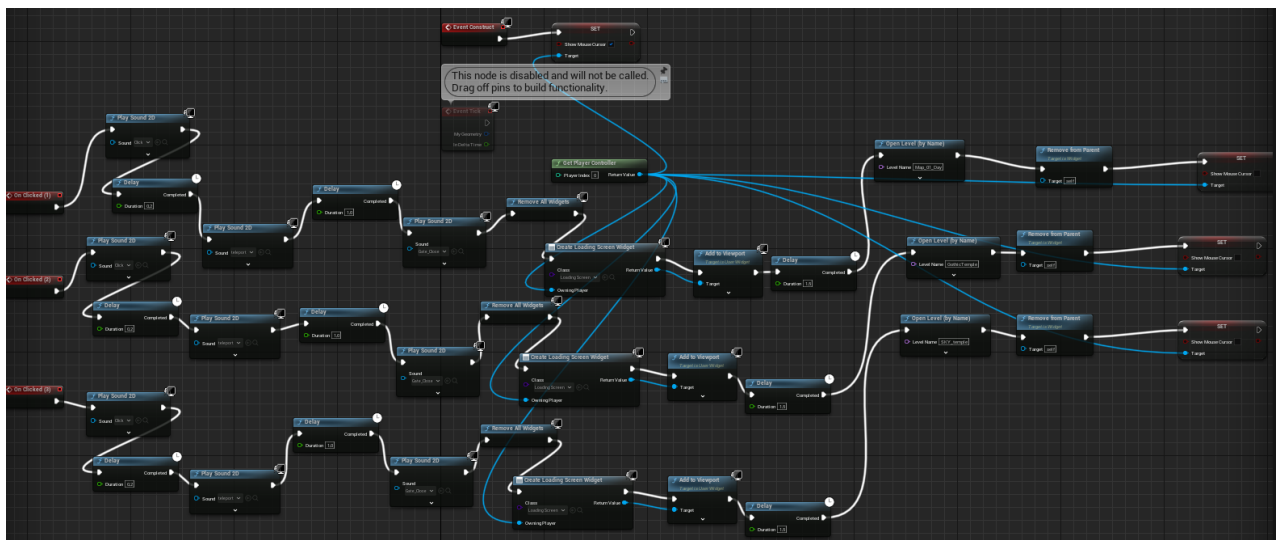

I adjust their sizes and locations and make blueprint for interact with them when character touch the DHD and stargate.
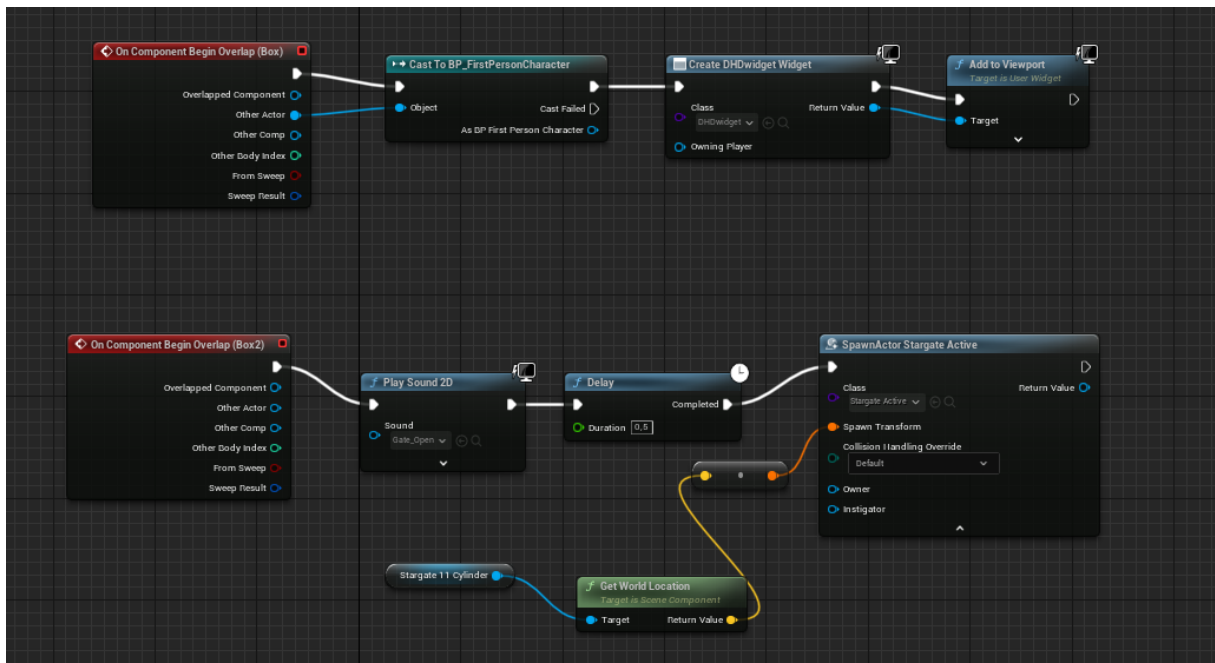
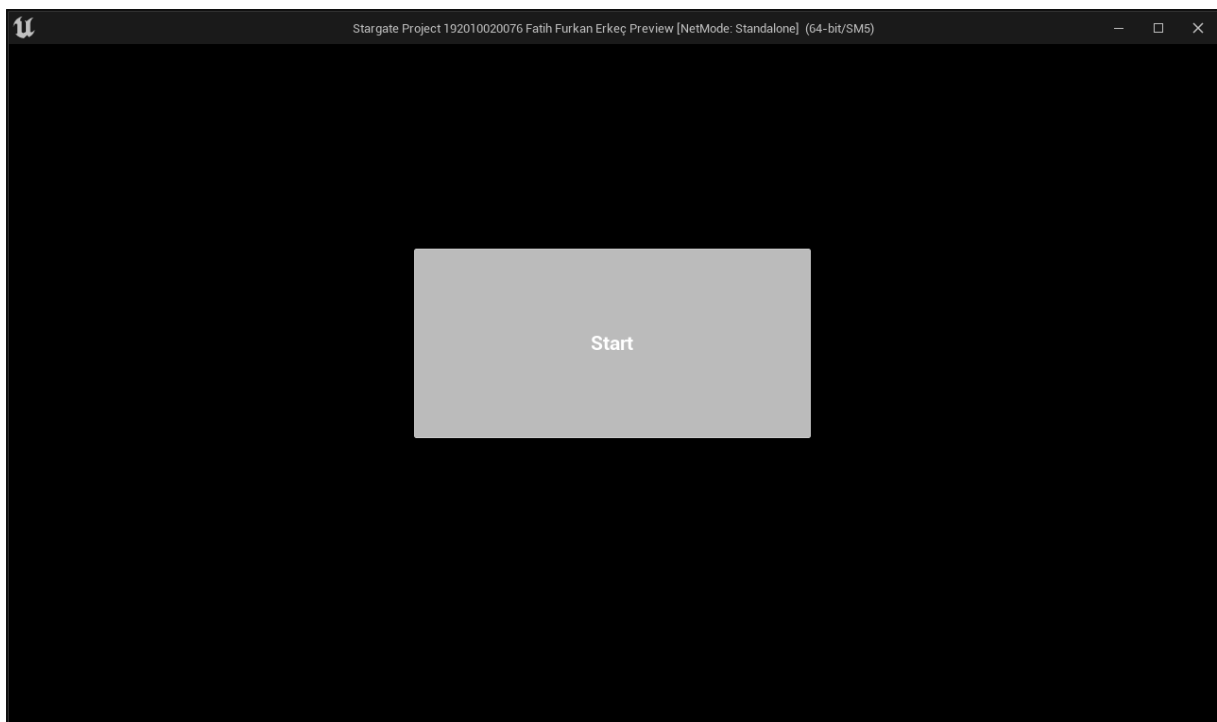I need a coordination selector screen and make a widget for it.
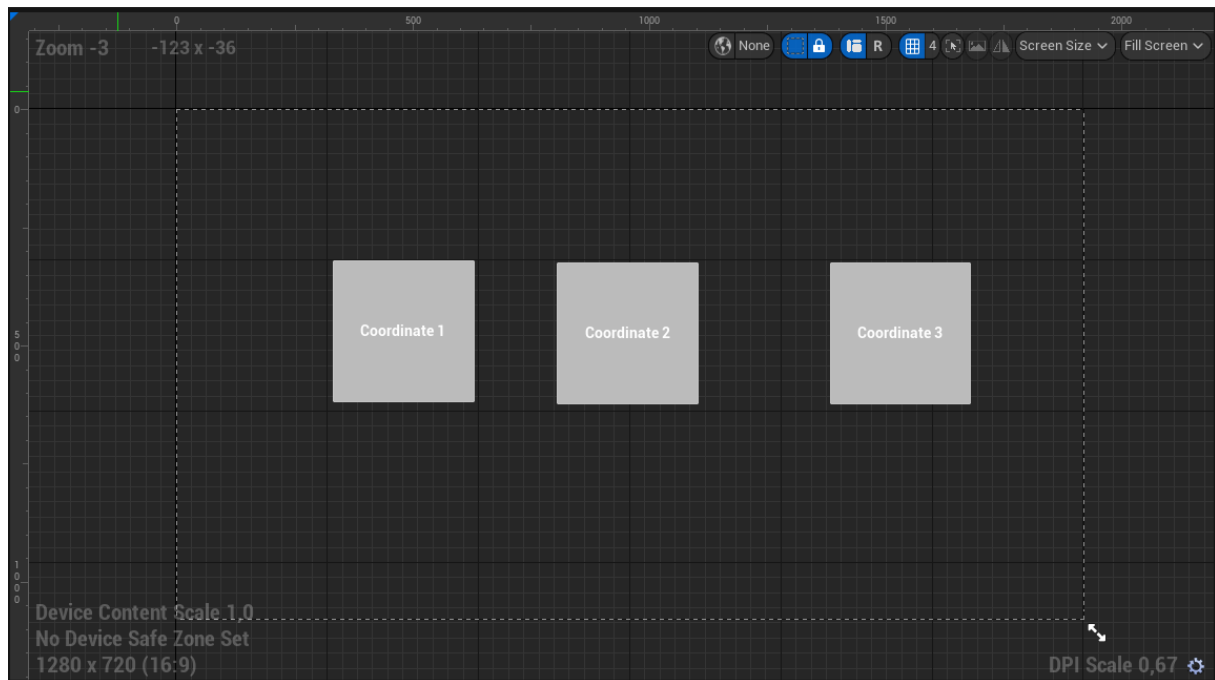
And its blueprint for selecting levels when clicked to coordinates.
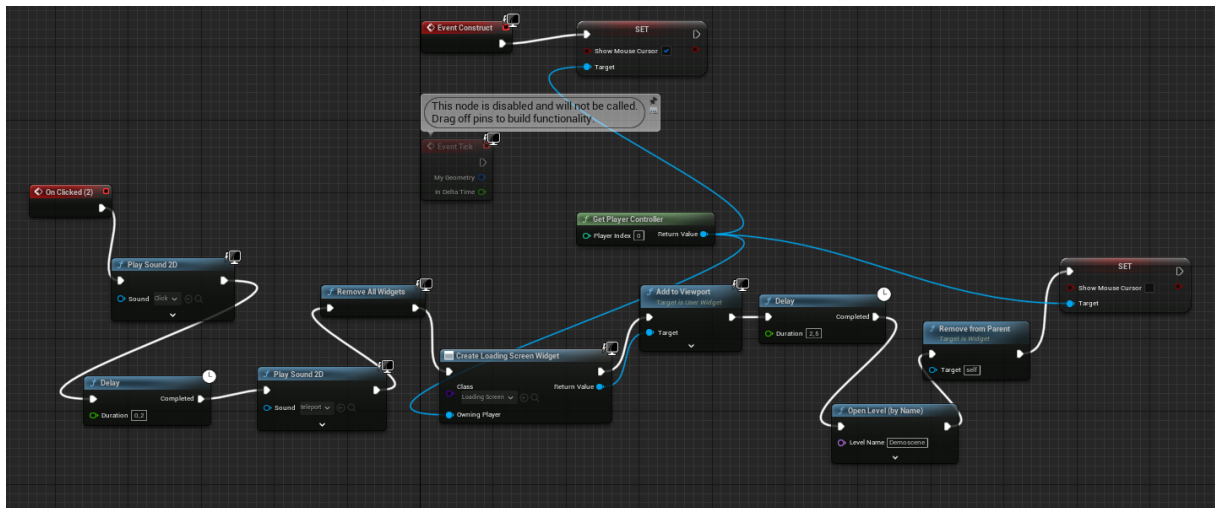

I made a loading screen for using between loading to look portal like.

Then I make a start screen when player enter the project first time.

And its blueprint.

Presentation video: https://drive.google.com/file/d/1Wpym7FRZVTGi0HMbpRz_T1HCPlD-NpDF/view?usp=sharing

Project files: https://drive.google.com/file/d/1yEbFLLUIHwlW7-4g1jWPA09mjr3t8ljN/view?usp=sharing