The Deep Journey

James Blankenship and Andrew Marshall

UT-Martin

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Overview

Overview of project

1. Made in the unreal engine.

2. Real time combat in the first person

3. Multiple levels in game.

4. It is in the fantasy genre

Overview

Overview of Project cont.

1. Each level will focus on a enemy race.

2. Enemy types are orcs goblins and humans.

3. Has weapon upgrades such as increased damage.

4. Character will have access to magic and other abilites

Project Goals

develop 3 different levels.

have a player character with different classes

Demo slide

Demo image goes here

Summary

1. Any Questions or comments?

2. contact info

3. email:jesamars@ut.utm.edu or jamcblan@ut.utm.edu

Family Tree Knowledge Base

Facts:

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Verbatim is a great way of enumerating code/algorithmic ideas.
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How to include images

Social Network Graph

Minipages are a great way to

Line up side-by-side content.

Results

Describe any results of your work here.

Things that worked?

Things that didn't work?

Conclusions

Some bullet points here to wrap things up.

Any Questions?

Questions?

Comments?

Further project/author information: