

# The Deep Journey

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# Overview

## Overview of project

- 1 Real time combat game in Unreal Engine
- 2 It will be in the first person where it will be viewed from the players eyes
- 3 Multiple levels in game ,and it will be in the fantasy genre.

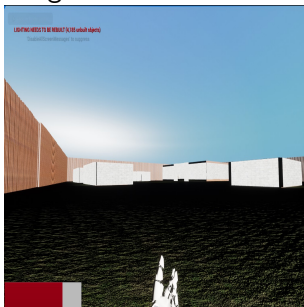
# Overview

## Overview of Project cont.

- ➊ Each level will focus on a enemy race.
- ➋ Enemy types are orcs, goblins, and humans.
- ➌ There will be weapon upgrades such as increased damage.
- ➍ Character will have access to magic, and other abilities
- ➎ Magic such as pyromancy,faith magic,and sorcery.

# Project Goals

- 1 There are 3 different levels.
- 2 The three levels are the castle level, castle basement, and the woods area.
- 3 The player character will have different classes.
- 4 Program different ai enemies.



# Technology used

- 1 The game was developed using unreal engine 5.
- 2 To help with collaboration and version control we used github.
- 3 This presentation was made using latex.

# Demo slide



# Summary

- ① Any Questions or comments?
- ② Below is our contact info
- ③ `jesamars@ut.utm.edu` or `jamcblan@ut.utm.edu`
- ④ <https://github.com/James-Blankenship4276/CSCI-Senior-Project>

# Results

Describe any results of your work here.

So far we've created the first two levels and some basic AI.

Things that didn't work?



# Project Development

- ❶ The project started out with just the basic first-person layout.
- ❷ We then added the castle level.
- ❸ Then, we added assets from the marketplace.
- ❹ We added wizard that did nothing at first, and now randomly moves.

# Project Development

- ❶ We figured out how to add more levels and added a basement and a woods area.
- ❷ We added more details to the basement area.
- ❸ Then, we added assets from the marketplace.
- ❹ We added weapons, and abilities for the classes