The Far Journey

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ABSTRACT

UPDATED—November 20, 2022. Our project is a 3D real time game in the Unreal engine. The game is a fantasy genre in a medieval setting. The game will have 3 levels in it. It will have a variety of enemies and weapons. There will be magic. The different types of magic for the player to use would include pyromancy and sorcery.There will be a class system that has two classes.The two classes are the Mage and the Warrior. Each level will have a boss enemy in it.

Author Keywords

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1. INTRODUCTION

To introduce this project we decided to develop a game, and the game will have the title of "The Deep Journey." This game is in the first person. The general setting is that of medieval fantasy, and it will have 3 different levels The first level will be where the character will start out in, and it will be the castle level. The castle includes two courtyards and middle building. The second level will be the castles dungeon which will have holding cells for enemies and middle room where the main boss is.The third level will be the fort area which will be a walled structure with small buildings.The main building for the level will be a tavern which will hold the boss. The character player will have different type of weapons to choose from which will include hammer or staffs . The character player will be facing off against different enemies types including orcs, and wolves. The character will also be able to wield different kinds of magic. There will be two different types of magic the character can wield pyromancy and sorcery.

2. TECHNICAL SPECIFICATIONS

We are using Unreal Engine for our project. We will be using C++ and blueprints in Unreal and behavior trees for the ai. Behavior trees are essentially used to create ai by having branches that decide actions.1 Blueprints will be used in places that require simple execution such as taking the player to a new level. An example would be the ai just searching and then it will execute a different branch when it finds someone. GitHub is being used for collaboration with each other.It is also used for version control. All the assets that are currently being used is in the unreal store.

3. LEVELS

There are three levels in this game.The first is the castle area and it was the first one made.It is two court yard and a main building each courtyard will have some smaller enemies for you to deal with.The Middle building will have two stories.The first one is just a way to get to the other court yard,basement level, and upstairs.The second level will hold the boss enemy for the level.The second level is the basement/dungeon. It is a smaller level with just two holding cells and a backroom

for the boss and some enemies.The third level is a bigger level with a bunch of small building in a enclosed space.It has wolves and orcs next to the building with a tavern in the back with the boss.

4. CLASSES

We made two classes for the game the mage and warrior.The warrior was the first class that was made and is the more simple of the two.Its first ability is just a heal ability which is useful for staying alive since you have to be in melee combat.The second ability is a damage buff which will give double damage to his attacks.The third ability is his ultimate which gives health regeneration to the player.The mage class is the range dps class.The first ability sends out fast moving disks in front of the player.The second ability shoots a fireball which does a lot for damage which is useful for the bosses in the game.The ult will regenerate the players resources to cast more spells.

5. WHAT WE LEARNED

6. MECHANICS

6.1 blueprints

6.2 Ai

7. TRIALS AND TRIBULATIONS

8. FUTURE WORK

9. PROJECT DEVELOPMENT

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