

The Deep Journey

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Motivation

- 1 The group likes to play video games so that was the reason to make a game for the project
- 2 The group likes medieval settings so that was why we choose that as our settings

Overview

Overview of project

- 1 Made in the unreal engine.
- 2 Real time combat in the first person
- 3 Multiple levels in game.
- 4 Each level will focus on a enemy race.

Overview

Overview of Project cont.

- ① It is in the fantasy genere
- 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

One or more slides of *background* or *motivation*.

Project Goals

make a game.

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:

Verbatim is a great way of enumerating code/algorithmic ideas.

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:

