

# The Deep Journey

James Blankenship and Andrew Marshall

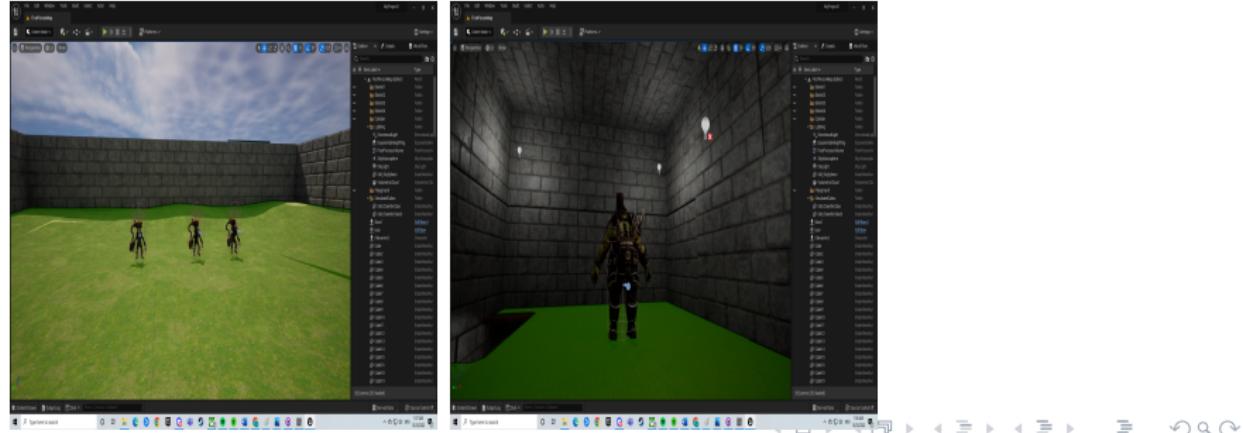
UT-Martin

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# Overview

## Overview of project

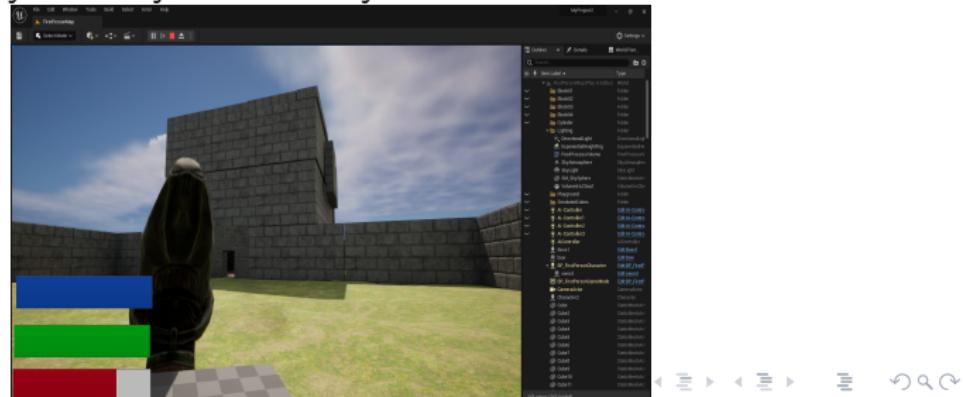
- ① Real time combat game in Unreal Engine
- ② It will be in the first person where it will be viewed from the players eyes
- ③ Multiple levels in game and it will be in the fantasy genre.



# Overview

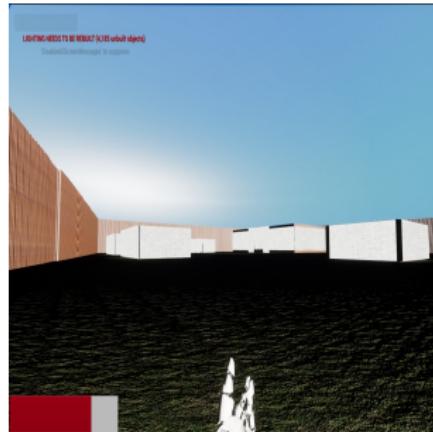
## Overview of Project cont.

- ① Each level will have different quantities of enemies.
- ② Enemy types are orcs and wolfs.
- ③ Player character will have a ultimate ability.
- ④ Character will have access to magic, and other abilities
- ⑤ Magic such as pyromancy and sorcery.



# Project Goals

- ① There are 3 different levels.
- ② The three levels are the castle level, castle basement, and the fort area.
- ③ The player character will have different classes.



# Classes

- ① Warrior: Melee focused with abilities to make him a tank.
- ② Mage: Ranged damage dealer.

# Warrior

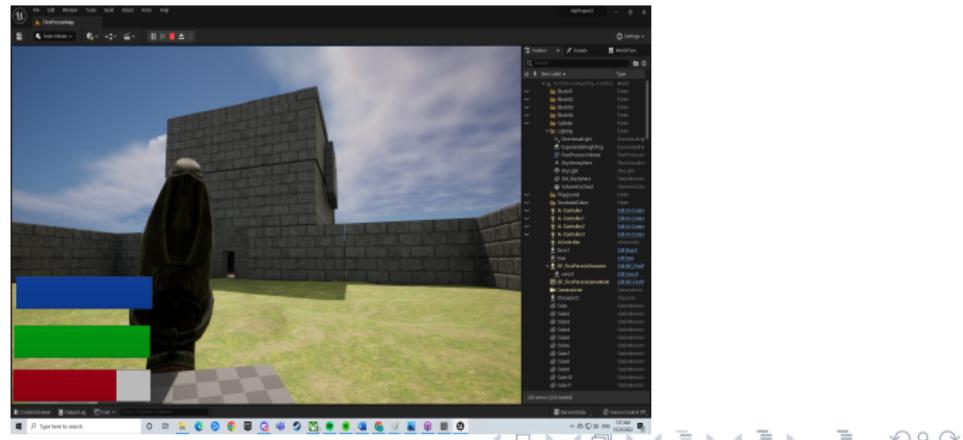
- ① Ability 1: heals the player
- ② Ability 2: gives a damage buff
- ③ Ultimate: Regenerates health.

# Mage

- ① Ability 1 :Shoots out fast moving spells that do lower damage
- ② Ability 2 shoots out a close range spell that does alot of damage
- ③ Ultimate Regenerates resources at a faster rate.

## Castle level

- ① The starting level is the castle level.
  - ② The level layout will include the courtyard and the interior of the castle itself.
  - ③ The enemies that the player will encounter are orks.



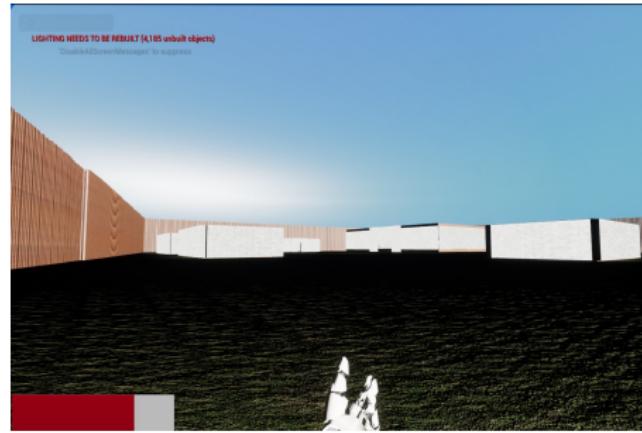
# Basement/Dungeon level

- ① The next level is the Dungeon of the castle
- ② The level layout will include a long hallway with two corridors.
- ③ The corridors contain prison cells that have different enemies the player character will fight.



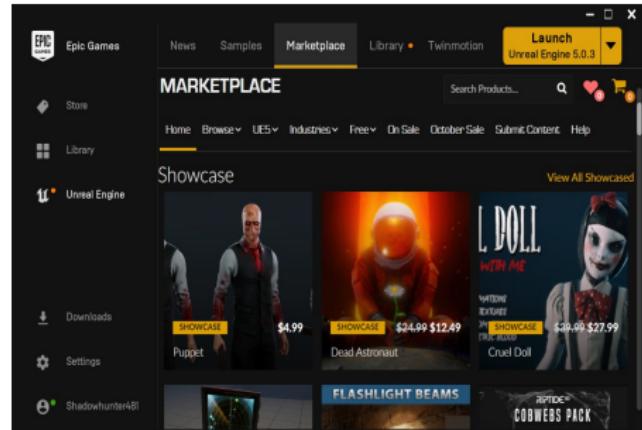
# Fort level

- ① The last level is the fort area.
- ② The level layout is a main camp area surrounded by walls.
- ③ The enemies that can be found in this level will be orks and wolfs.



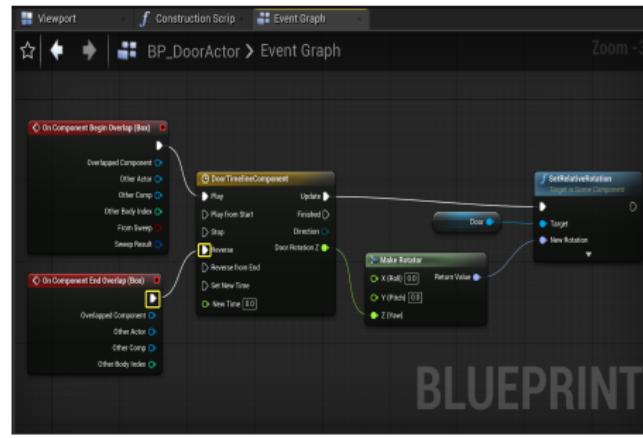
# Technology used

- ① The game was developed using unreal engine 5.
- ② Within the unreal engine we used trigger boxes to transition between the different levels.
- ③ For the enemies and different weapons we used assets from the unreal marketplace

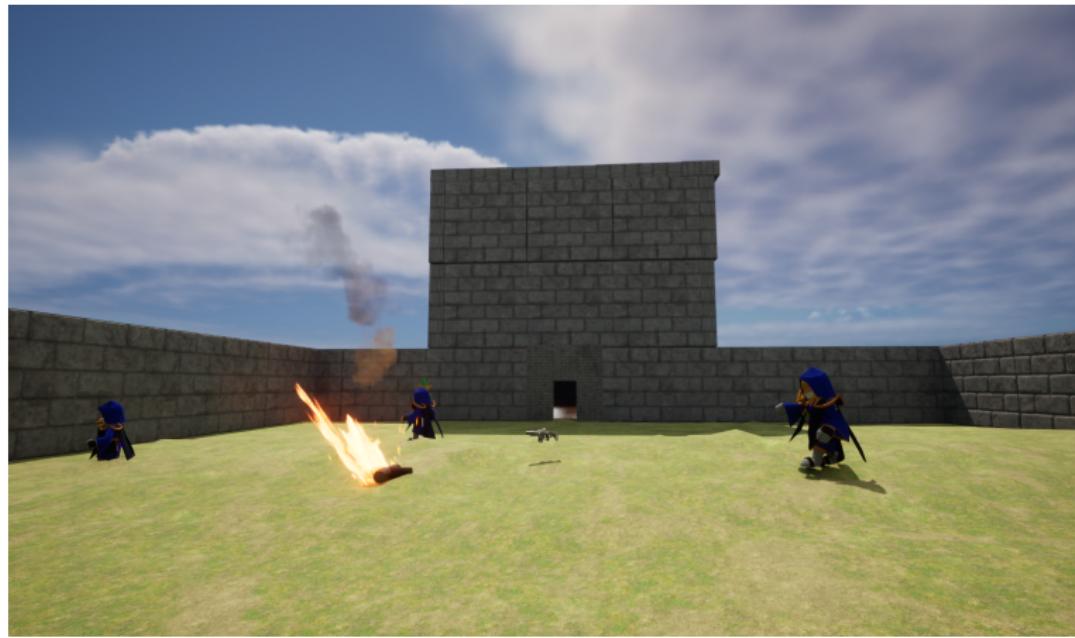


# Technology cont

- ① For the AI and overall level we used unreal's blueprint system.
- ② To help with collaboration and version control we used github.
- ③ This presentation was made using latex.



# Demo slide

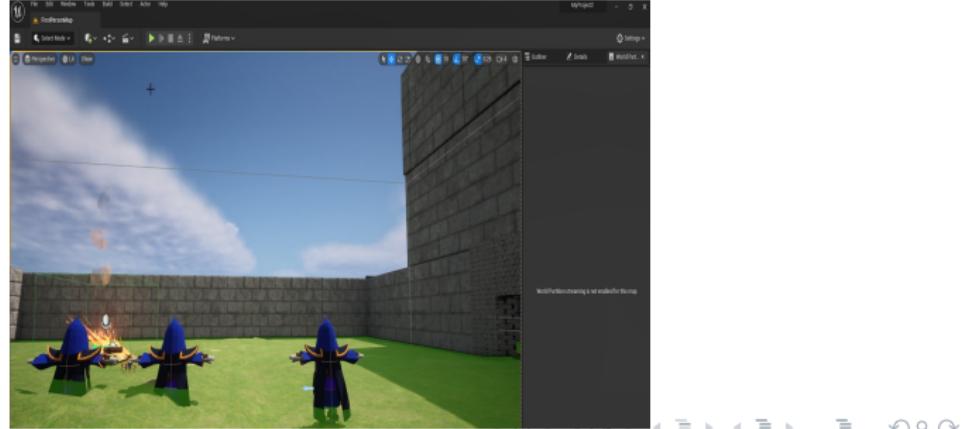


# What We Learned

- ① Overall we learned unreal engine 5 and game development.
- ② We learned how to do custom animation work for the enemies.
- ③ We learned how to implement AI for the enemies.
- ④ We also implemented a interface for the player character.
- ⑤ We figured out how to use different projectiles and weapons.

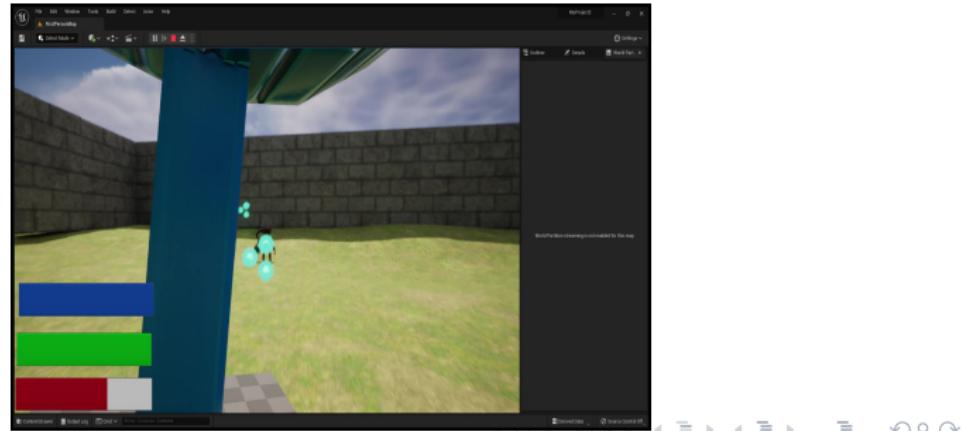
# Project Development

- ① The project started out with just the basic first-person layout.
- ② We then added the castle level.
- ③ Then, we added assets from the marketplace.
- ④ We added wizard that did nothing at first, and got to randomly moves.



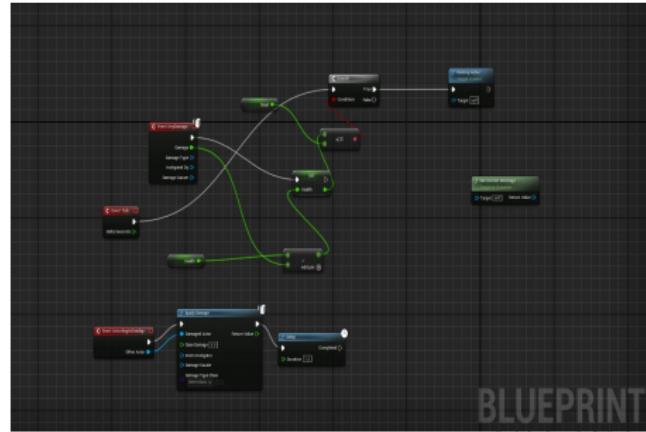
# Project Development

- ① We figured out how to add more levels and added a basement and a fort area.
- ② We added more details to the basement area.
- ③ Then, we added assets from the marketplace.
- ④ We added weapons, and abilities for the classes



# Trials and Tribulations

- ① Blueprint system gets cluttered when doing more complex tasks.
- ② Animations would leave the characters static mesh sometimes.
- ③ Getting the projectiles to work.
- ④ Getting the AI to work.



# Future Work

- ① Port to mobile
- ② Add more levels
- ③ Add more enemies and weapons.

# 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>

