

The Far Journey

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for Submission

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ABSTRACT

UPDATED—October 2, 2022. The project that our group is doing 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. Examples would be pyromancy and sorcery and faith based magic. You can upgrade weapons and get access to abilities in the game. The upgrade system, and the ability system are meant to give the player the ability to make a build that fits with their play style. With each level the enemies will gain hp and do more damage. Each level will have a boss enemy in it. The boss will typically have a mechanic that makes him different compared to the other enemies in the level.

Author Keywords

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1. INTRODUCTION

To introduce this project we decided to develop a game. The game will have the title of "The Deep Journey". This gameplay has a viewpoint of first-person. The general setting is that of medieval fantasy. The game will be made up of three different levels. The first level will be where the character will start out in and it will be the castle level that includes a courtyard and the interior of the castle itself. The second level will be the castles dungeon which will include harder enemies which will drop different weapons or loot. The third level will be the woods area adjacent to the castle. The character player will have different type of weapons to choose from which will include swords or staffs. The weapons the character player can use will have different upgrades available that can increase damage. The character player will be facing off against different ai enemies types including orcs, goblins, and humans. The character will also be able to wield different kinds of magic. There will be three different types of magic the character can wield pyromancy, faith magic, 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. Blueprints will be used in places that require simple execution such as taking the player to a new level. C++ will be used for more complex tasks. 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. All the assets that are currently being used is in the unreal store.

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