

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.

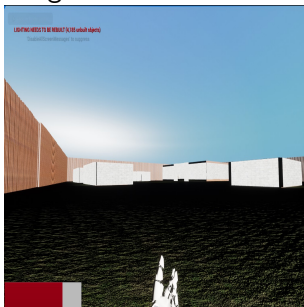
Overview

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 abilites
- 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?