

# The Deep Journey

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# Overview

## Overview of project

- 1 Made in the unreal engine.
- 2 Real time combat in the first person
- 3 Multiple levels in game.
- 4 It is in the fantasy genre

# Overview

## Overview of Project cont.

- ① Each level will focus on a enemy race.
- 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

# Project Goals

develop 3 different levels.

have a player character with different classes



# Demo slide

Demo image goes here

# Summary

- ① Any Questions or comments?
- ② contact info
- ③ email: [jesamars@ut.utm.edu](mailto:jesamars@ut.utm.edu) or [jamcblan@ut.utm.edu](mailto:jamcblan@ut.utm.edu)

# Family Tree Knowledge Base

Facts:

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



# 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:

