

# The Far Journey

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## ABSTRACT

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

Authors' choice; of terms; separated; by semicolons; include commas, within terms only; this section is required.

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