

The Deep Journey

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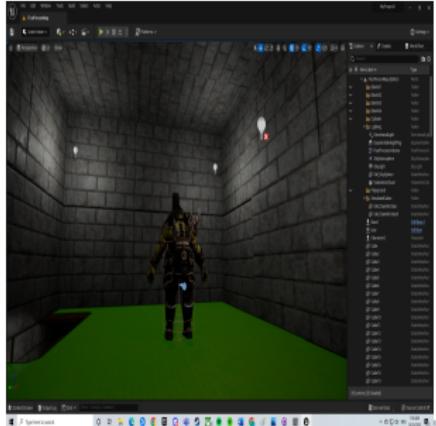
UT-Martin

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Overview

Overview of project

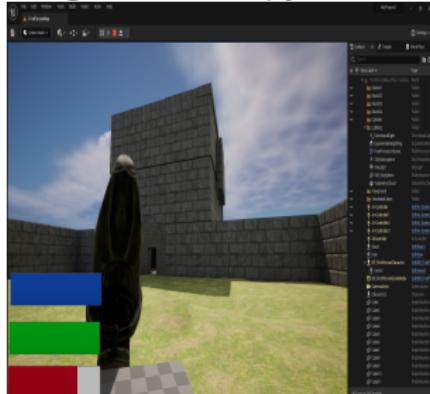
- ① Real time combat game in Unreal Engine
- ② It will be in the first person where it will be viewed from the players eyes
- ③ Multiple levels in game and it will be in the fantasy genre.



Overview

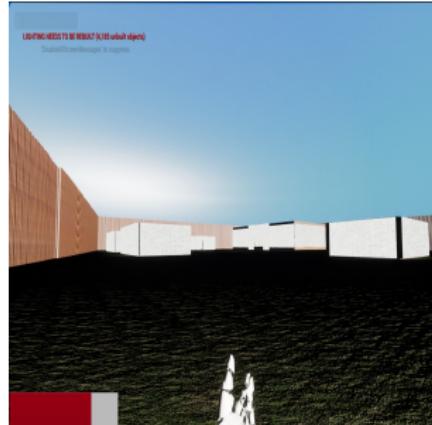
Overview of Project cont.

- ① Each level will focus on a enemy race.
- ② Enemy types are orcs, goblins, and humans.
- ③ There will be weapon upgrades such as increased damage.
- ④ Character will have access to magic, and other abilities
- ⑤ 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.



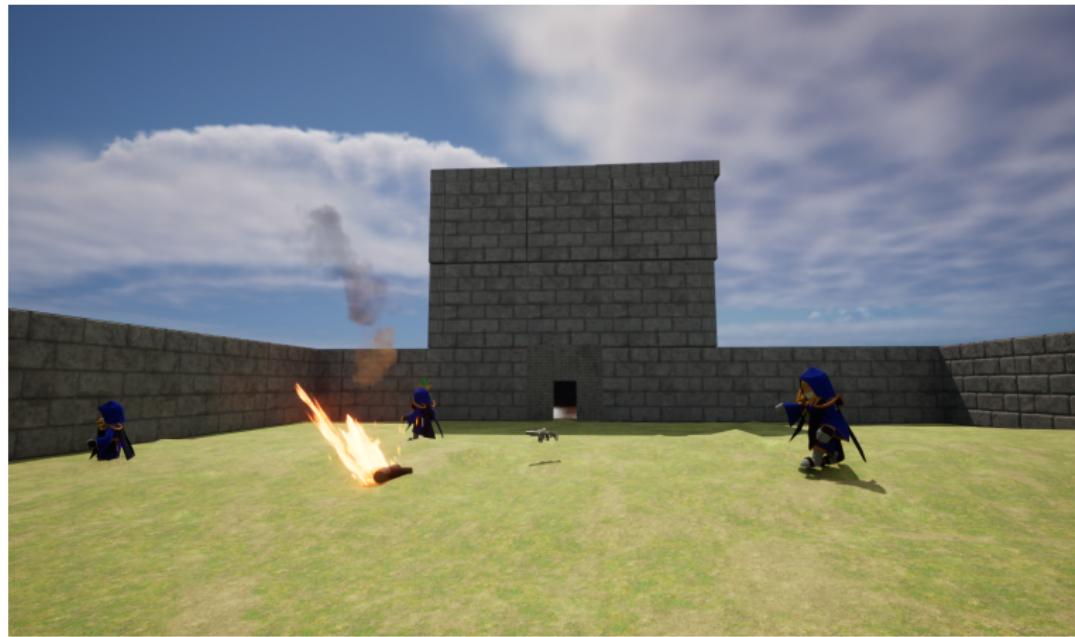
Classes

- ① Warrior: Melee focused with abilities to make him a tank.
- ② Mage: ranged damage dealer.
- ③ Melee mage: melee character with ranged abilities.

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?

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 now randomly moves.

Project Development

- ① We figured out how to add more levels and added a basement and a woods 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