

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

- 1 Develop 3 different levels.
- 2 Castle Level, Underground Part of the Castle, Woods Area.
- 3 have a player character with different classes
- 4 Magic such as pyromancy, Faith magic, and Sorcery
- 5 Program different ai enemies

Technology used

The game itself was developed using unreal engine 5.
To help with collaboration we used github for files.
This presentation was created using LATEX.

Demo slide



Summary

- ① Any Questions or comments?
- ② Below is our contact info
- ③ email: jesamars@ut.utm.edu or jamcblan@ut.utm.edu

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?