

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

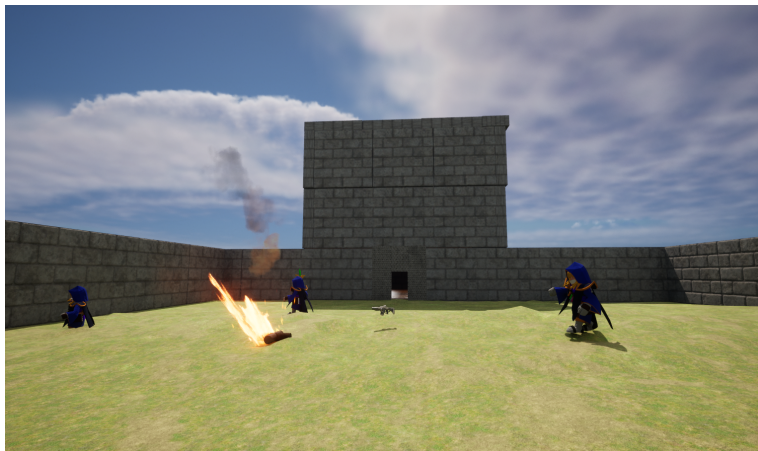
Overview of Project cont.

- 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

Demo slide



Summary

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

