The Deep Journey

James Blankenship and Andrew Marshall

UT-Martin

September 28, 2022

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 abilites

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.
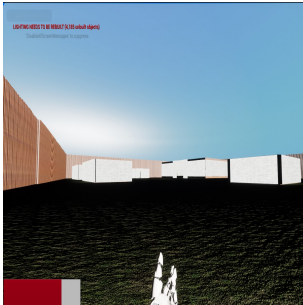
Technology used

1. The game was developed using unreal engine 5.

2. To help with collabaration 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?