

# The Deep Journey

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# Motivation

- 1 The group likes to play video games so that was the reason to make a game for the project
- 2 The group likes medieval settings so that was why we choose that as our settings

# Overview

## Overview of project

- 1 Made in the unreal engine.
- 2 Real time combat in the first person
- 3 Multiple levels in game.
- 4 Each level will focus on a enemy race.

# Overview

## Overview of Project cont.

- ① It is in the fantasy genere
- 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

One or more slides of *background* or *motivation*.

# Project Goals

Described what you are trying to accomplish, including “stretch” goals.

# Questions?

## 1 Any Questions

# Family Tree Knowledge Base

Facts:

Verbatim is a great way of enumerating code/algorithmic ideas.



# How to include images

# 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:

