

The Deep Journey

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Overview

Overview of project

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

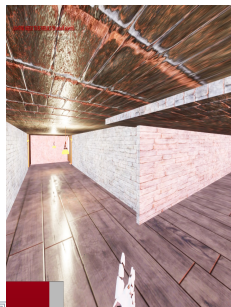
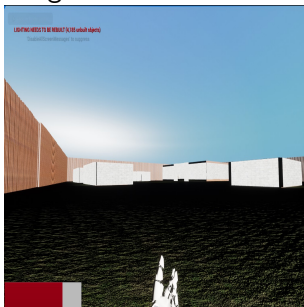
Overview

Overview of Project cont.

- ➊ Each level will focus on a enemy race.
- ➋ Enemy types are orcs, goblins, and humans.
- ➌ There will be weapon upgrades such as increased damage.
- ➍ Character will have access to magic, and other abilities
- ➎ 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 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

- ❶ We figured out how to add more levels and added a basement and a woods area.
- ❷ We added more details to the basement area.
- ❸ Then, we added assets from the marketplace.
- ❹ We added weapons, and abilities for the classes