

A decorative graphic on the left side of the slide consisting of white and light blue lines and circles, resembling a circuit board or a stylized tree structure.

# QUINN'S ESCAPE

6CS025 GAME PROJECT

BY JOSH SHEPHERD

# DEVELOPERS & ROLES

- Josh Shepherd
  - Player Implementation
  - Level Design/Implementation
  - Puzzle Design/Implementation
  - Artificial Intelligence
  - (Enemy Design)/Implementation

# WHAT IS QUINN'S ESCAPE?

## BACKGROUND

- You take control of Quinn, a mannequin who is trying to escape an old clothing store.
- Quinn must fight his way through the old store, defeating other mannequins and successfully navigate to the exit!
- Defeat the final store boss, gain the most score and the fastest time!

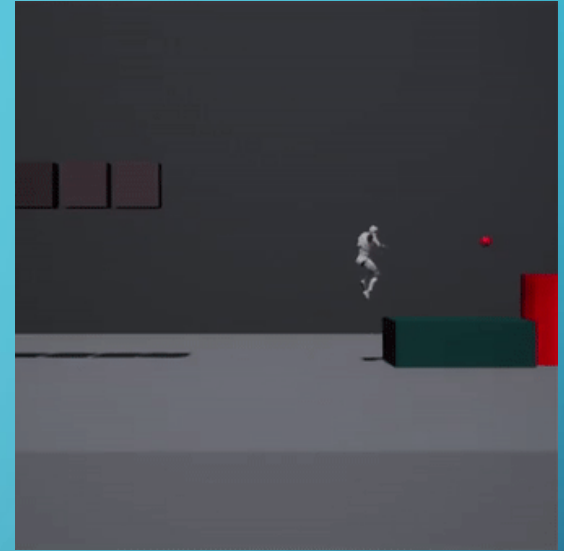
# WHAT IS QUINN'S ESCAPE?

## TECHNICAL OVERVIEW

- A side-scrolling, platforming, 2.5D video game, developed using Unreal Engine 4.22.3
- Aimed at a PC release (Steam/Epic Game Store)
- Primary controls are a Keyboard and Mouse (Controller support implemented later)
- Targeted at an audience of all ages. Player who enjoy 2D/2.5D platformers
- V1.0 contains one refined level
  - Further development to create more levels

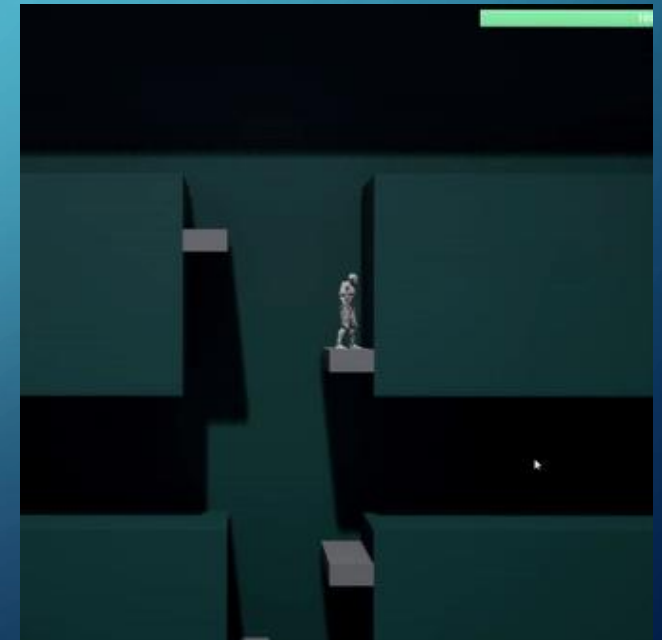
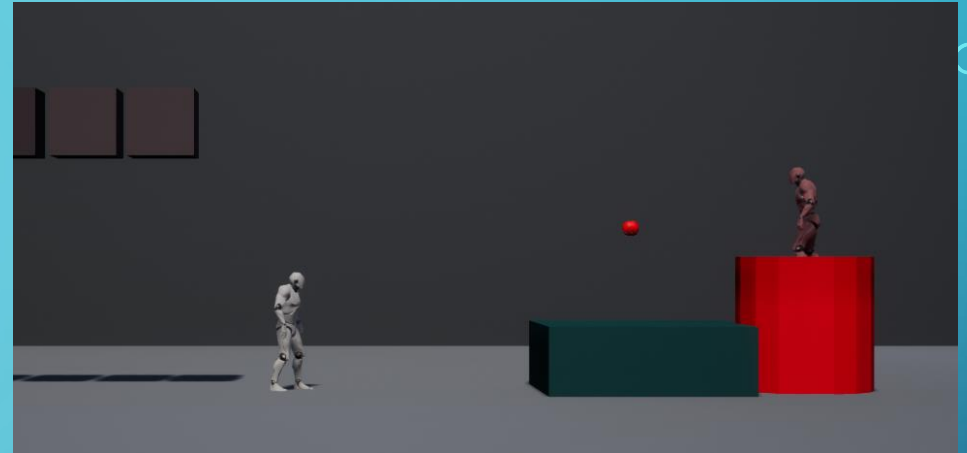
# KEY FEATURES: PLAYER

- Traditional Movement
  - Simple left/right movement using 'A' and 'D'. 'W' to Jump
- Shooting
  - Able to fire a projectile towards the mouse, fire with Left Mouse Button
- Slam Ability
  - Slam down on an enemy using 'S' key



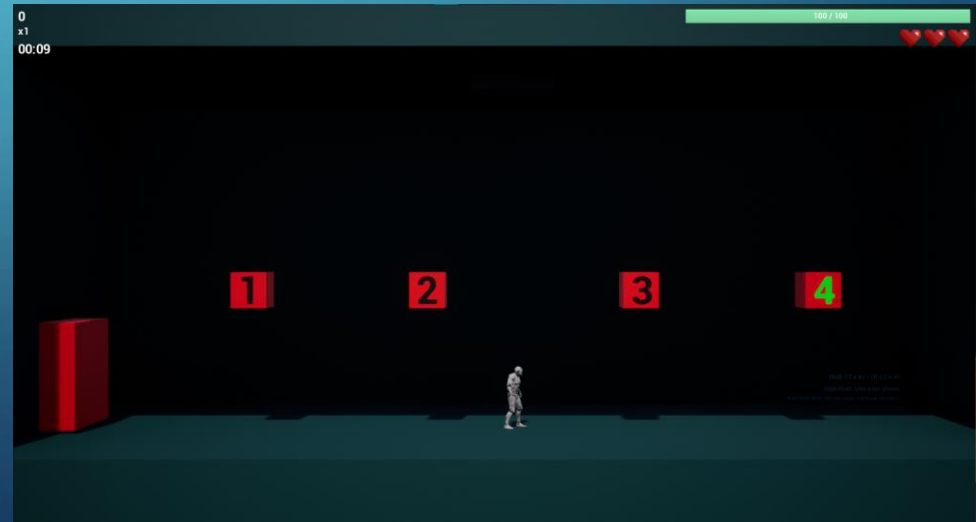
# KEY FEATURES: ENEMIES

- Only contains one enemy (More in future updates)
- Shooter Enemy:
  - Two movement modes:
    - Static like a turret. Large detection and firing range
    - Chase player: Follows until within firing range
  - Shoots every '2' seconds
  - Able to bridge gaps between terrain through NavMeshProxy



# KEY FEATURES: WORLD

- Power-ups, breakable boxes
  - Extra Life, Invulnerability, Bonus Damage, Bonus Score (Coin)
- Puzzles with secret entrances & exits
  - Parkour challenge (1), Sequence challenge (2)



# TRAILER





The background is a blue gradient with abstract white lines resembling circuit traces or data paths in the corners. These lines connect small circles, some of which are larger than others, creating a network-like structure. The lines are more prominent in the top-left and bottom-left corners, and less so in the top-right and bottom-right corners.

LIVE DEMO

# ANY QUESTIONS/FEEDBACK?

- Download and play for yourself!

[github.com/JoshLmao/6CS025-QuinnsEscape/releases](https://github.com/JoshLmao/6CS025-QuinnsEscape/releases)