The goal of this project is to release a working gameplay demo in Unreal Engine over 9 months to show off on Resumes, advertisers, etc to get a job.

# Features to learn/ implement

* A combat system that includes both melee and ranged attacks is needed. This includes a lot in terms of movement, attacks, targeting lock-on systems, etc.
* Basic mob-like enemies.
* Extensive boss fight with cutscenes and events.
* Dialouge system as well, loading screens, etc.
* Health System.
* Game over screen/ title screen and pause menus.
* We will need to learn how to 3d model to some extent throughout the project. Some basic assets can be found for free online, but more specific stuff we would have to make ourselves. Unreal engine has it’s own modeling tools, but downloading Blender would be very useful as well.
* I can’t stress enough that all of this is alot harder and will take alot longer then one might expect.

# Ideal Timeline

* By the end of Summer, or by mid-August, we should have learned how all of the basic tools in unreal engine work, have basic level design down, etc. The game likely won’t be in a playable state at all, but we should have most of the tools needed to get that done. It’s crucial we get most of the core learning done before school starts, as it will be alot harder to be consistent with it once we’re all busy.
* By January, the game should be well along in development, with a working combat system, health systems, etc. Essentially the game should be in some sort of playable state, even if the graphics are ugly and we don’t have any sound or music yet. Most of the animation work should be done here as well. This is to ensure that it can still be shown off at job fairs, or to employers or anything like that.
* By May the game should be done. Voice acting, music, story, combat everything is fully complete. These last 5 months will be the most challenging to put together, as most of the bug testing will be done at this last stretch as well.

# Story Ideas

* Basic suggestions for the story or whatever we want to do with it can go down here. Keep in mind the demo likely won’t be more than 2 hours or so in length, so something simple is preferred.