

Number: #10

Title of work: Vulpini

Designer: Junming He

Medium: Unreal engine 5

Date of completion: January 2024

I created my 2D game 'Vulpini' using Unreal engine 5(UE5). I utilized 'Unreal Engine 5 PaperZD' to manage the states and behaviors of characters in the game. Additionally, I used UE5 blueprint function to implement my characters' movements and actions, such as dashing, attacking. I enriched the game content by adding interactive items like checkpoints, potions, and coins. Level design was accomplished using tile-maps, and I created a user interface for the characters. To enhance the gaming experience, I integrated audio effects and background music. I tried to tell a story through elements within the map, avoiding excessive documentation.

My goal is to provide players with a 2D action game experience involving combat and platform jumping. The completion of this project was a significant experience for me. I've gained valuable insights into various aspects of game development, including level design, character movement, and

item implementation etc. It also helped me understand which aspect of game development I am interested in.

(video:

https://www.bilibili.com/video/BV11W4y1P7gt/?vd_source=5b5532ac882afccc678cec36daf4390a)