Log of optimizing an Unreal project

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# Introduction

For my optimization assignment I am going to be using an old team project from collage to profile and optimize. This is my most up together project in unreal and I know that when me and my team were creating this project, we did not focus at all on optimization. This means there is likely to be some optimization errors within this project I can find and work on.

**Please insert a URL to the project you are using for optimisation task**

# An example section heading

Use section headings to divide your report into meaningful sections.

Use BibTeX to cite your sources. Entries have already been added to references.bib for the papers on the reading list. These papers cover topics such as artificial intelligence [6, 3], programming language design [1], crpytog- raphy [5], graphics rendering [4], and collision detection [2]. You will need to add entries to references.bib for the other sources you cite.

# Conclusion

See LearningSpace for the assignment brief, containing information on marking criteria and further guidance.

# References

1. Edsger W. Dijkstra. Go to statement considered harmful. *Communications of the ACM*, 11(3):147–148, 1968.
2. E. G. Gilbert, D. W. Johnson, and S. S. Keerthi. A fast procedure for computing the distance between complex objects in three-dimensional space. *IEEE Journal on Robotics and Automation*, 4(2):193–203, 1988.
3. Donald E. Knuth and Ronald W. Moore. An analysis of alpha-beta pruning.

*Artificial Intelligence*, 6:293–326, 1975.

1. Bui Tuong Phong. Ilumination for computer generated pictures. *Communi- cations of the ACM*, 18(6):311–317, 1975.
2. R. L. Rivest, A. Shamir, and L. Adleman. A method for obtaining digital signatures and public-key cryptosystems. *Communications of the ACM*, 21(2):120–126, 1978.
3. Alan M. Turing. Computing machinery and intelligence. *Mind*, 59:433–460, 1950.