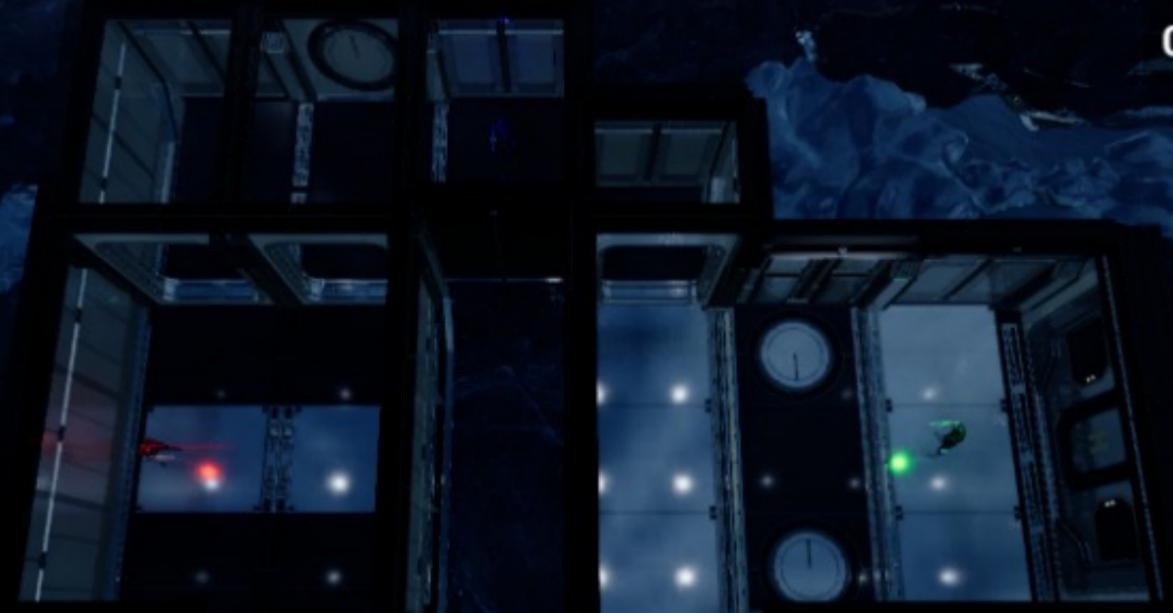


WARS

By Dominik Neuwirth

03:00



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Genre

2.5D (3D Assets in 2D Game Scope)

3 Player Versus

Fast paced tactical shooter with bullet hell elements

Slightly tilted top down camera (No split screen)

Game Mechanics

Controls (Twin stick)

- Move with the left Stick (Up, Down, Left, Right)
- Aim with the right Stick (Up, Down, Left, Right)
- Shoot with the right shoulder button (RB)

Reflecting Bullets

- Bullets bounce off Walls to create unique angles for each shot
- Some Walls do not reflect Bullets
- Bullets only bounce up to 5 times
- Bullets despawn when they do not hit anything in 5 Seconds.

Health and Respawning

- Players have 10 HP (4 Bullet Hits)
- When dead Players will respawn within 5 Seconds
- A random Respawn Point will be chosen each time

Damage and Healing

- Damage of the same Color as the hit Player will heal them
- Damage of a different Color than the hit player will deal damage

Scores and Match Duration

- Kill other players to the 10 Points
- Get 1 Point for each Damage dealt
- The Player with the highest Score Wins
- The Match ends when a timer runs out (Default 3 Minutes, Up to 10 Minutes)

Not implemented (yet?)

Bosses/NPCs

- They have the Color White
- Only one Boss per Game
- Multiple respawning NPCs
- Kills and Damage give Points

Weapon Types

- Sniper
- Assault Rifle
- Grenade Launcher

Traps

- Reactivate disabled Traps with your Color
- Triggering Traps will deal Damage in the set Color

Characters

Roboters (Players)

- Red
- Green
- Blue

Not implemented (yet?)

NPCs (White)

- Basic respawning NPCs
- Unique Bosses (one per Match)

Level Design

Futuristic (Space) Station

Tight Corridors

Lots of Cornors

Not implemented (yet?)

Traps and other things

Big room with Boss

Moodboard



Game Flow

1. Start Lobby
2. Add Player Controllers
3. Choose Playtime (Standard 3 min)
4. FIGHT
 - kill
 - die
 - respawn
5. Celebrate the Winner(s)
6. Play Again

Not implemented (yet?)

- 2.5. Choose starting Weapons

Hardware / Software Requirements

3 Controllers (one per Player)

Windows 11

Local multiplayer (no Internet)

Asset Packs

Players



Sci-Fi Models v0 | https://clipscale.com/items/5011AC7D-13E1-1122-a013-50e080000000

Environment



Sci-Fi Sci-Fi Interior 1 | Gamebit Builder | https://clipscale.com/items/5011AC7D-13E1-1122-a013-50e080000000

Not used (yet?)



Sci-Fi Light-Guide Arrows | https://clipscale.com/items/5011AC7D-13E1-1122-a013-50e080000000

Not used (yet?)



Rescue Games UI Pack v0.3 | https://clipscale.com/items/5011AC7D-13E1-1122-a013-50e080000000

Bosses

Not used (yet?)



Paragon - Master | https://clipscale.com/items/5011AC7D-13E1-1122-a013-50e080000000



Paragon - 200M.mw | https://clipscale.com/items/5011AC7D-13E1-1122-a013-50e080000000



Paragon - Cruiser | https://clipscale.com/items/5011AC7D-13E1-1122-a013-50e080000000

Background Music



Cyber Punk Music v11 | Kloudization

Saved in My Library

Soundeffectx



Sci-Fi Shots Pack2: Game Of... | ShashRaj Production

Saved in My Library



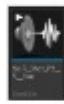
Bounce



Despawn



Death



Respawn



Damage



Heal



Shoot



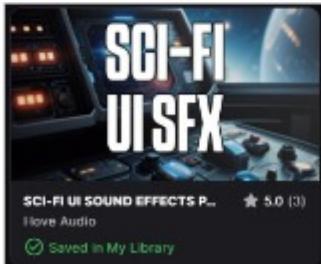
Draw



Win

UI Sounds

Not used (yet?)



SCI-FI UI SOUND EFFECTS P... | Ilove Audio

Saved in My Library

Estimated Timetable

10.12. - 21.1.

Initial Concept
(this doc)

3h

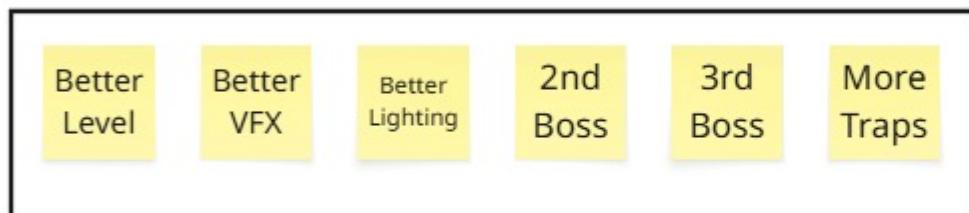
Must Haves Bis 24.12.



Should Haves Bis 07.01.



Could haves Bis 21.01.



BUG FIXING (10.12. - 21.1.)

Actuale Timetable

(better formatted Version in Excel File in Repo)

14.1.2026	17.1.2026	18.1.2026	19.1.2026	20.1.2026
<p>1h: Project Setup 2h: Fixed Camera 4h: Local Multiplayer</p>  <p>https://www.youtube.com/watch?v=OvDgqyLcXzA</p>	<p>Ab 8Uhr</p> <p>2h: Bullet Collision, Bouncing and Despawn time / logic</p> 	<p>Ab 8:30 Uhr</p> <p>2,5h: Game Timer</p> <p>1h: Better Event Handling</p> <p>1h: Lobby UI</p> <p>1h: Bullet VFX</p> <p>0,5h: Sound Effects suchen</p> <p>-- RGB_Wars_Backup_2</p> <p>3,5h: Add Sound Effects and BGM</p> <p>0,5h: Game Pausing fix (Sound and Camera)</p>	<p>0,5h: Plan ToDos</p> <p>Ab 14:30 Uhr</p> <p>2h: Match Start Countdown</p> <ul style="list-style-type: none"> - On all joined - display Countdown - On countdown done - start match (previous all joined logic) - Display on PlayAgain <p>0,5h: Tried to fix - UI already in Viewport Warnigns</p> <p>0,5h: Fixing Bug - Player controls disabled in 2nd Match</p> <p>0,5h: Add Exit Button to Win Screen</p> <p>2,5h: Change Color on Focus + Soundeffect</p> <p>1h: PAUSE</p> <p>1h: Controller UI Controlls</p>	<p>0,5h: Plan ToDos</p> <p>Ab 14:30 Uhr</p> <p>1h: UI Sounds</p> <p>0,5h: Win/Draw Sounds</p> <p>2,5h: Pause/Settings UI</p> <p>0,5: Handle Player Ragdoll hit</p> <p>1h: Tried to Fix Animations (Failed)</p> <p>Ab 20:00 Uhr</p> <p>1h: Create Git Repo and Export Game to a new Blank Project (for Hand In)</p> <p>https://github.com/DivineThe_MATI_R0M0H</p> <p>1h: Build Executable for Windows</p> <p>https://www.youtube.com/watch?v=tRjBwTQ498E</p> <p>0,5h: PAUSE</p> <p>0,5h: Fix Exit Game Button</p> <p>1h: Update Documentation (this Miro Board) + Hand In</p>
<p>15.1.2026</p> <p>1h: Player Asset</p> <p>https://www.youtube.com/watch?v=OvDgqyLcXzA</p> <p>4h: Character Rotation</p> <p>https://www.youtube.com/watch?v=cwLd5z19K00</p> <p>5h: Shooting</p>  <p>1h: Rebuild Multiplayer</p>	<p>1,5h: Character Aim Animation (aufgegeben)</p> <p>0,5h: Bullets Color per Player</p> <p>0,5h: Color Damage Types (Heal or Dmg)</p> <p>0,5h: Better Aiming</p> <p>0,5h: PAUSE</p> <p>1h: Player Scores</p> <p>0,5h: Default Weapon (no pickup)</p> <p>2h: Respawning players</p> <p>--- RGB_Wars_Backup_1</p> <p>6,5h: Level bauen</p> 	<p>Ab 18:30Uhr</p> <p>1h: PAUSE</p> <p>1h: Winner Screen</p> <p>1h: Restart Game</p> <p>1h: Controller UI Controlls</p>	<p>Ab 21:30</p> <p>0,5h: Handle Equal Scores</p> <p>1,5h: Match Duration Slider</p> 	
<p>16.1.2026</p> <p>1,5h: Multiplayer Shooting</p> <p>3h: HP UI</p> <p>1h: RGB Weapon / Bullet</p>  <p>0,5h: Update Doku</p>				

Open ToDos and Bugs

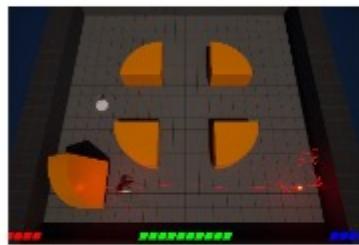
UI for specific or all players (not just player 0)

Title Screen (with Logo)

Separate Game Level as Lobby (Settings as ingame Buttons)

Everything marked as "Not implemented (yet?)"

BUG - Bullet Time to live (Bullets sometimes just despawn)



BUG - Fix Animations for Player Character

BUG - Simplify Shooting Logic (Bullet start Point/Direction not from Gun Muzzle)

WARNING - UI already in Viewport Warnigns

```
LogViewport: Display: Viewport MouseCaptureMode Changed, NoCapture => CaptureDuringMouseDown
LogScript: Warning: Script Msg: The widget 'UI_RGB_Match_C_0' was already added to the screen.
LogScript: Warning: Script Msg called by: GM_RGB_Shooter_C /Game/RGB_Wars/UEDPIE_0_Lvl_RGB_Test.Lvl_RGB_Test:PersistentLevel.GM_RGB_Shooter_C_0
LogViewport: Display: Viewport MouseCaptureMode Changed, CaptureDuringMouseDown -> NoCapture
LogViewport: Display: Viewport MouseCaptureMode Changed, NoCapture -> CaptureDuringMouseDown
LogScript: Warning: Script Msg: The widget 'UI_RGB_Match_C_0' was already added to the screen.
LogScript: Warning: Script Msg called by: GM_RGB_Shooter_C /Game/RGB_Wars/UEDPIE_0_Lvl_RGB_Test.Lvl_RGB_Test:PersistentLevel.GM_RGB_Shooter_C_0
LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden
```

Balacing Notes

The image displays three separate windows of the Unreal Engine Blueprint Editor, each showing a different EventGraph:

- Top Window:** Shows the EventGraph for **BP_RGB_RifleBullet**. The graph includes nodes for **GetWorld**, **Selector**, **Set**, **SetWorld**, and **SetWorldAsync**. A **ProjectMovement** component is selected in the Components panel.
- Middle Window:** Shows the EventGraph for **BP_RGB_RifleBullet**. This view shows more detail, including nodes for **GetWorld**, **Selector**, **Set**, **SetWorld**, and **SetWorldAsync**. A **ProjectMovement** component is selected in the Components panel. The Details panel on the right shows properties for **Initial Speed** (1000.0) and **Max Speed** (1000.0).
- Bottom Window:** Shows the EventGraph for **BP_RGB_Rifle**. The graph includes nodes for **GetWorld**, **Selector**, **Set**, **SetWorld**, and **SetWorldAsync**. A **BP_Rifle** component is selected in the Components panel. The Details panel on the right shows properties for **First Person Aim Instance** (set to **ABP_FPS_Weapon**) and **Third Person Aim Instance** (set to **ABP_TPR_Weapon**). It also lists **Aim** and **Refire** properties.

The interface includes standard Unreal Engine toolbars and menus at the top, and a Components panel, My Blueprint panel, and Details panel on the right side of each window.