Escape Multi

1. Essential

1) **Fork the project on your account from this github link : https://github.com/RBasic/EscapeMulti**
2) **Update the Unreal project to version 5.4.**
   Compilation errors are present and are preventing the update. You must debug the code and recompile the project without the editor. Hint : Read the logs.
   The project will not need anything with VR or AR, so feel free to clean everything related to it.
3) **Update the map used on launch for both editor and package**
   The wrong map is being used when opening the editor
4) **Find and fix the issue causing the scene to be entirely dark.**

2. Optimization

1) **The scene is filled with optimization issues. Fix as many as possible using the methods covered in class.**

3. Gameplay

1) **There is no character blueprint for the player, do the questions listed below in C++ in the EscapeMultiCharacter class until we derive it in BP.**
2) **Change the camera position by setting the cameraBoom's armLength to 1400.**
3) The camera rotates based on the player, which is not desired in a top-down game.
   Set the cameraBoom to absoluteRotation with the values :
   a) **pitch : -60**
   b) **yaw : 220**
   c) **roll : 0**
4) **Derive the Character C++ class in a blueprint class, the gameMode is coded in C++, you will need to reference the blueprint class in the C++ code.**
5) **Set up the animation system and the player's animation blueprint.**
6) **Fix the issue where the player cannot move freely throughout the scene.**
7) **The mouse decal is not displaying correctly. Identify the issue and fix it.**

4. AI System

1) **The enemy has no animations attached to its skeleton. Use the animations from the Bossy Enemy pack and retarget them to the Knight's skeleton.**

2) **The enemy's AI system doesn't seem to be working correctly. Identify the errors and fix them.**
3) **In the enemy's Behavior Tree, implement a system that rotates the enemy 180° every 5 seconds.**
4) **Now, add a player detection system. If the enemy sees the player, it should run towards them and launch an attack. If the attack hits, the level restarts; otherwise, the chase continues.**

5. Multiplayer Gameplay

1) The prototype is meant to be played with 2 players online :
    a) the first player is a standard character with no special input (only movement)
    b) the other is a ghost that can “possess” an enemy to make him rotate like we did in the AI part
    c) Both players are still in top down view, no need to change anything on this part.

   Implement the mechanics for the second player, paying special attention to replication and optimization.
2) **Unplug the 5 seconds condition from the enemy behavior tree and replace it with the second player mechanic.**

6. Cleaning

1) **After your work, many assets will be unused. Perform a complete cleanup of the project by removing everything that is no longer necessary for launching and packaging the project. Organize the project according to Allar's convention.**
2) **Push your project on your github fork, be cautious with ignored files.**