

Dungeon of Doom

Survive for 30 seconds and you will be granted title of WINNER!!

Fail to, and you get a GAME OVER!

GitHub Link: https://github.com/Romulus-87/Shane_Smith_DAGV/tree/main/DAVG-2460/Unit10

Youtube Video Link: https://youtu.be/E_P0xpI3Bwc

I built an Ai system that will follow the player, and then a few enemies that will patrol to set points and chase the player if he gets too close. I decided to mix it so that the player always has to be on the move. The setting is a little dungeon, nothing fancy. I am pretty proud of being able to make a script that puts it in an FPS POV. I have never made a 3D game so that was really cool to be able to do that and it was easier than I thought. I got a little hung up on the AI damaging the player. The player seems to take damage even when not being touched every once in a while. I am still trying to work that out. I have no idea why that happens. Overall, for my skill level now, I am pleased with it. It starts, there is an objective, and an end.



