IGDV Individual Learning Plan:

Unreal Development

# Project Overview:

In this project I will increase and improve my knowledge of the unreal engine, the elements I will be exploring, and implementing are as followed;

Audio implementation:

The first aspect of audio I will be exploring will be implementing ambient and environmental sound effect and game music. I will demonstrate different types of sound and how different attenuation shapes effect the way the sound works. I will also be exploring volume and reverb for sounds, and ways to trigger these sounds.

The second aspect of audio is dialogue, I will be exploring how to add timed dialogue as well as triggered dialogue.

Visual Effect:

I will demonstrate how to create visual effect using the particle system via Cascade. I will also explore how to optimize these effects, so they don’t hinder performance.

Cinematic cutscenes:

I will create a few short cutscene using unreals Sequencer

Lighting:

I will demonstrate how to correctly light a scene depending on theme and environment.

The reasoning behind this project is to increase my development skills in unreal engine. My primary game engine over the past 3 years has been heavily Unity.

# Objective:

The overall objective of this project is to create a UE4 project that showcases the above elements in depth, too increase my overall knowledge of Unreal games development.

# Plan for the project:

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| **Use this grid to plan your project milestones** | | |
| **2018-2019** | **Week #** | **Milestone Deliverables and Tasks** |
| 28/11/18 | Week 1 | Hand in ILP Plan, create basic scene ready for implementation. |
| 5/12/18 | Week 2 | Research sounds and music |
|  | Week 3 |  |
|  | Week 4 |  |
|  | Week 5 |  |
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