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Capstone Senior Team

Horror Concepts

Technical Document

In this project our team wants to develop a game that will attempt to scare the gamers who are playing the game using different aspects. The game will scare the user through a well driven storyline that will bring them in and through many triggers or events that will get the user this heart beating jumpy feeling. In order to pull off these moments we will use loud sound effects, spooky and jumpy sounds, as well as many triggers that will cause enemies to sneak up on you or jump out at you out of nowhere.

The Technical Risks:

The engine that we are using for this game is in Unreal Development Kit (UDK). A major problem in using this is that I feel that there is not enough experience in this engine to use it properly or effectively. Not speaking for everyone, just myself, I have no past experience with this engine. Learning how to implement triggers and sound effects at points will be challenging for it will require some research for the task. This is not difficult to do for UDK seems to be well documented with an abundant amount of tutorials, but the issue I face as a programmer is time. The question is will “Will I have time?” Time to research and then perform the task given. So far it seems that I do not, but as of right now I am as well developing another prototype, which is taking up some of that valuable time.

Programming in UDK is major technical risk for the engine for it uses two types of languages. The problem in this is at some points I do not know what to use. A major risk in using UDK and programming in these two languages is that they are completely new to me. One language is Kismet, a visual based coding system where the user codes through flow charts. Functions are performed by connecting nodes to each other. This is a new way to code, at least for me, for its has nothing to do with the standard way of coding. The concept is completely different and does take some time to understand. What would normally take me five minutes to code in a standard language takes me 20 in this for it is all-new. The second language UnrealScript is another risk taker for it is its own language. Quiet similar to C++ and Javascript, but still quite different. This language I have zero knowledge in as well and requires a lot of time to research for I do not know any of the API. If one does not know what API is, it is basically functions and ways to call up certain things like the character, level, a weapon, or a spawn point.

Now not saying that UDK is out of my reach at all, for it is well documented, I am just making the statement that the experience lacks a little. Building this game is a major technical risk. I only want to make harsh comments now just incase at a later point if things fail, which I will try my hardest in not letting it fail, but if it does to have it documented that technically it was a major risk.