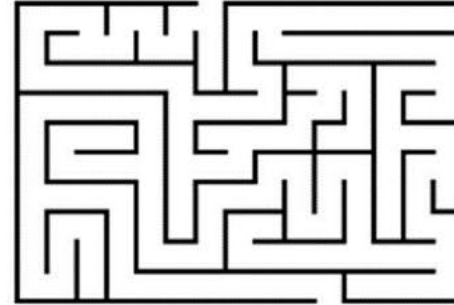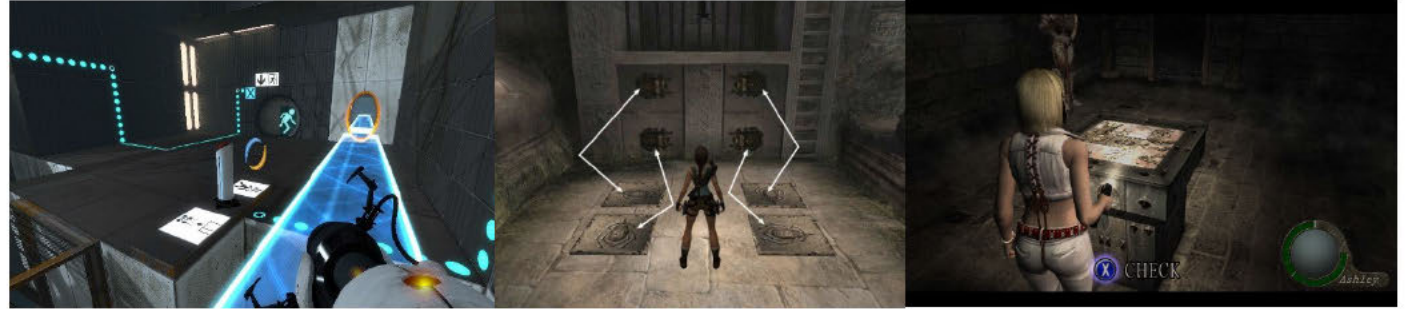# Puzzle Platformer

Aims and Objectives

- To create a 3D game where the player is required to navigate a series of obstacles such as jumping puzzles and mazes to reach a specific goal

- Game Engine Review

- Product Design

- Development of the Game

- Thorough Testing Period

- Resolution of Problems

Concept

- What is a platformer?

- How are puzzles used?

- Why Unreal Engine 4?
- Utility of blueprint
- Helpfulness of Geometry Objects
- Familiarity with the engine

- Puzzles that could be used?

Design and Implementation

- Level Design
- Why it was designed like that
- Controls

- Examples of features
- Moving platform puzzles
- Laser grid puzzles
- Alternating locks
- Extending Walls
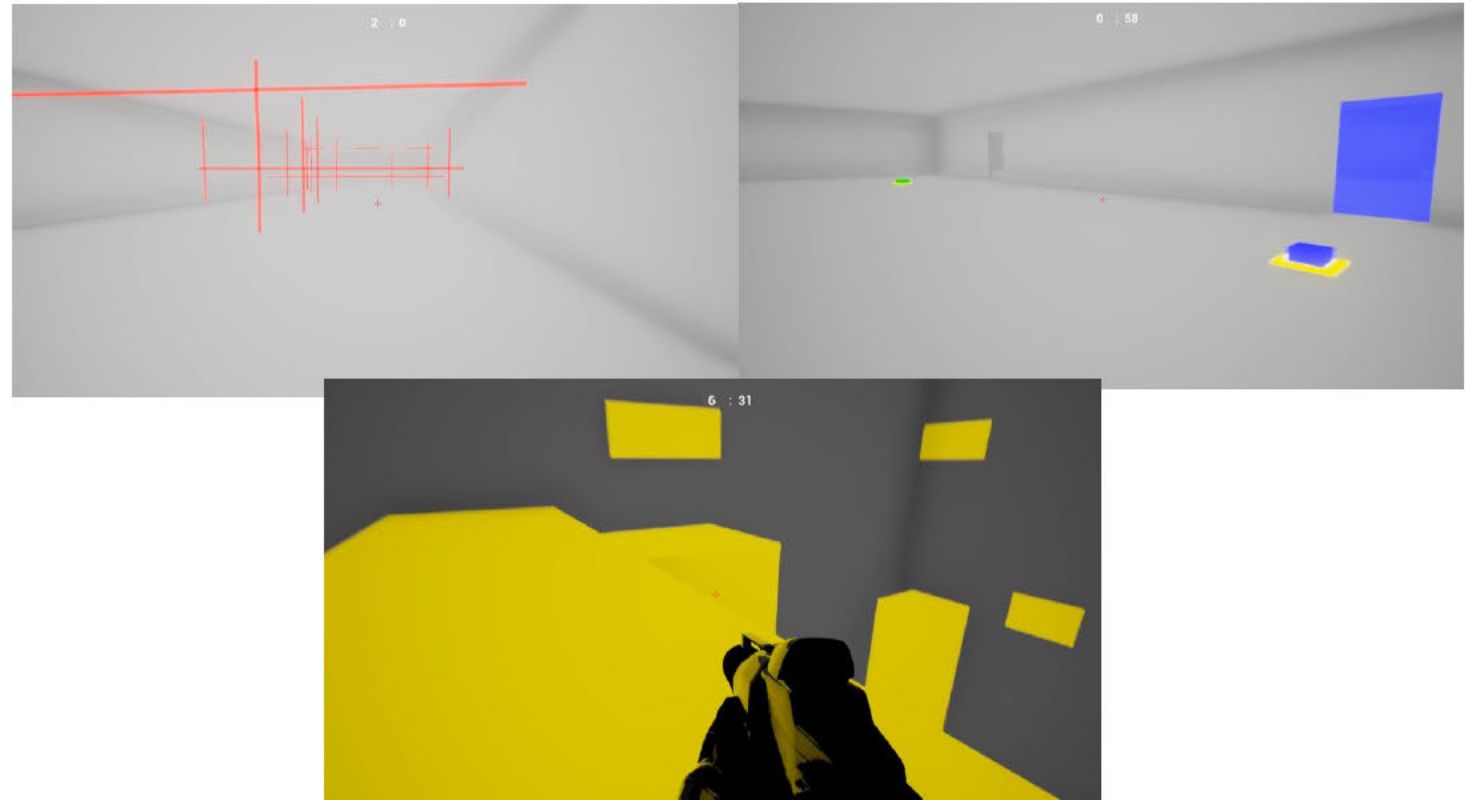
Testing

- Group of 4 people asked to test game
- Played an earlier version of the game
- Asked them about any issue they had and things they liked

- Larger Testing group for Beta stages used with questionnaire and directed gameplay

- Issues about long distances between puzzles, fixed by adding portals
- Issues about jumping feeling too floaty
- Game needs decorating and UI adding

Questions?