School Escape Game Demo

This was an idea for a simple game created using Unreal 4 with Blueprints. This was created using Unreal's starter asset kit to provide the various animations and items.

Overview

This was a simple game with the aim of a boarding school student discovering magical powers and trying to escape from their boring school with their newfound abilities. There are various AI (teachers) patrolling the building while the student sneaks around to find keys to unlock the front door and leave.
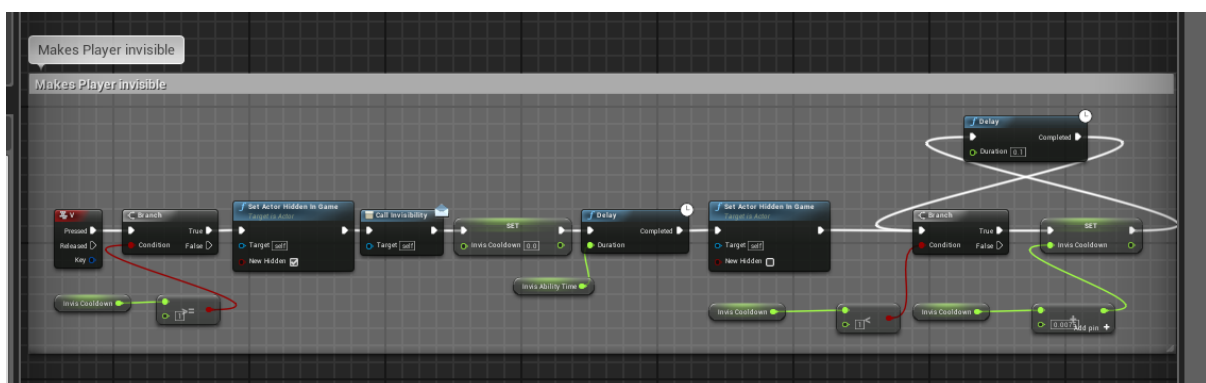
Gameplay

The player has the 3 rechargeable abilities called invisibility, sound grenade and silence. The player will be able to walk, jump and crouch and will have 1 additional chance after being caught to escape. They have to collect 3 keys to be able to unlock the front door and escape and will keep found keys after being caught.

Abilities

The player had the ability to:

- Become invisible for 5 seconds and be unseen by the teachers.

- Drop a sound grenade which would emit loud noises to distract a teacher away from their current position.

- Become silent and heavily reduce the volume of their walking or crouching footsteps by 80% of the original volume.
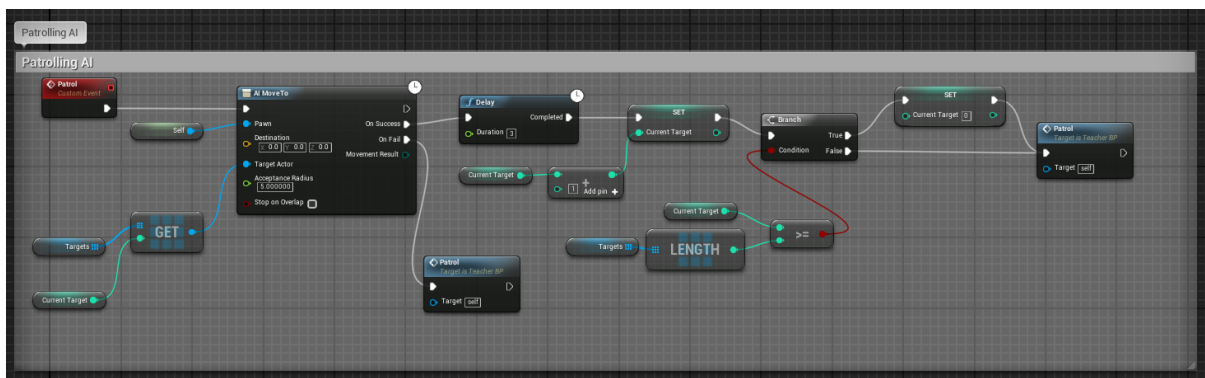
Teachers

The teachers were created using blueprints and not through AI behaviour trees because I was attempting to get a better understanding of blueprints.
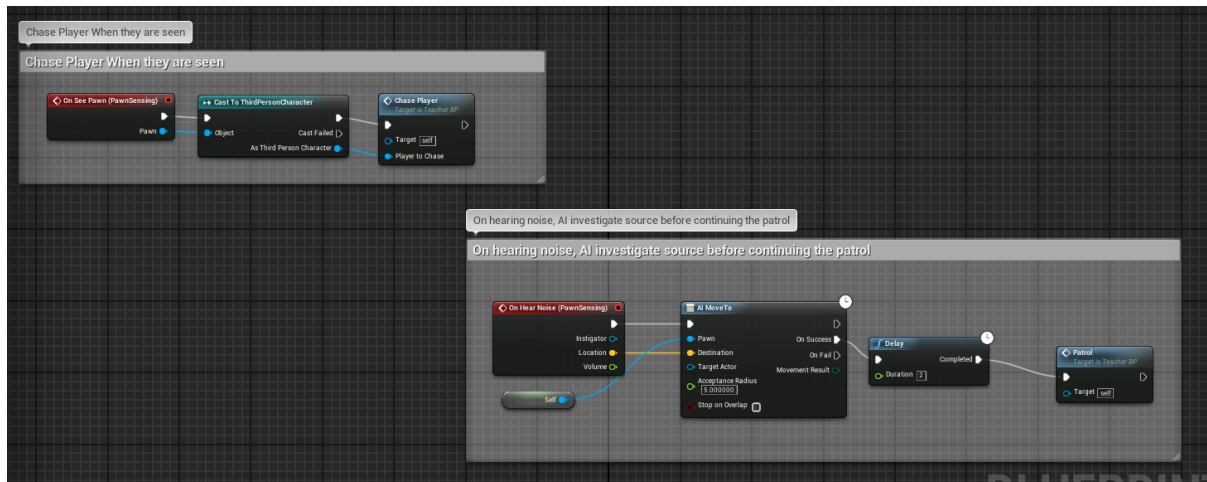
The AI were created to have various modes but were mainly used for their patrol and chase functionality.
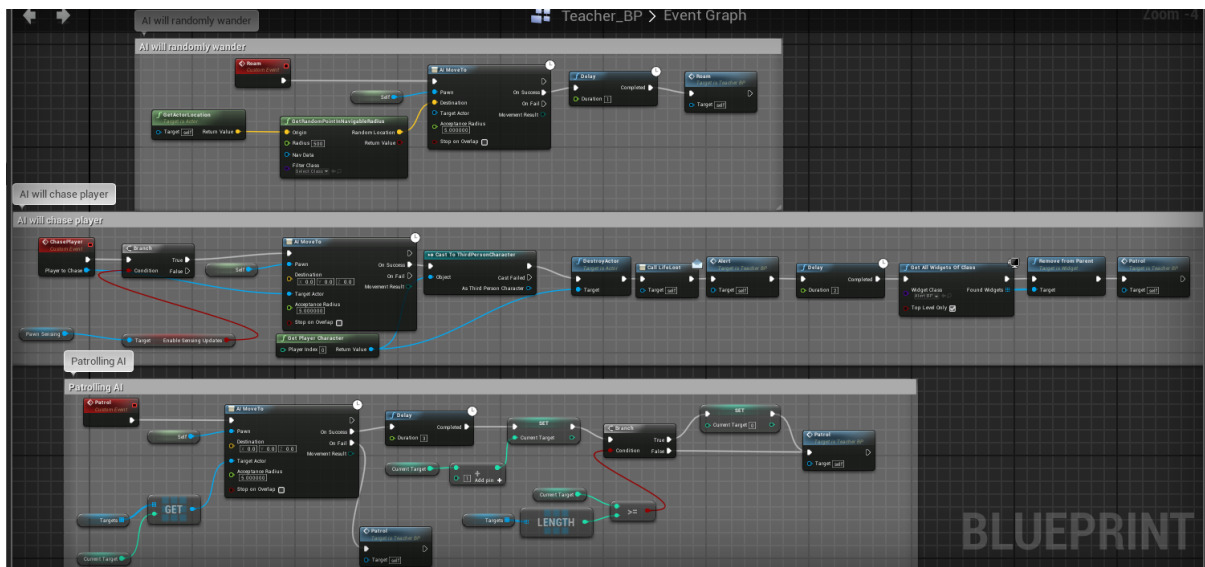
The patrol would be created by having the teacher travel between various target points which could be easily added to the AI through the teachers details panel. After reaching a target point the teacher would pause to look around before continuing to allow the player some time to move.

The teacher would begin to chase if they saw the player or alternatively if they hear a noise they will move to the location of the noise in an attempt to spot the player before returning to a patrol.

Screenshots of running game