Elements RPG

Development documentation

Elements is a role playing game developed with unreal engine. The main idea behind it is exploring the whole process of creating a bigger project and of course having fun with developing some cool game.

# First milestone

1. Create project from the templates in Unreal Engine 4 (third person template with C++)
   1. Re-organize the main structure/folders
      1. BP folder for all Blueprint logic
      2. Geometry – for all non-character meshes in the project
      3. Characters – for all characters with meshes, skeletons, animations and blends
      4. Audio – for all audio files
      5. Props – for all actors with logic
      6. Particles – for all particle systems
      7. Textures – for all textures
      8. Materials – for all materials not used in characters
   2. Clean the project
2. Base character
   1. Base animations for simple tasks
   2. Footsteps sounds
   3. Character movement with W A S D
   4. Character movement with mouse clicking on terrain
   5. Jumping
   6. Spinning in place when using A D
3. Camera controls
   1. Centre the camera when moving without mouse2 down
   2. Rotate camera when mouse2 is down
4. Menus
   1. Main
      1. Enter
      2. Quit
      3. Options
   2. Options
      1. Mouse sensitivity
      2. Sound volume
5. Documentation