

What I've Done
This Year





Jordan Tice



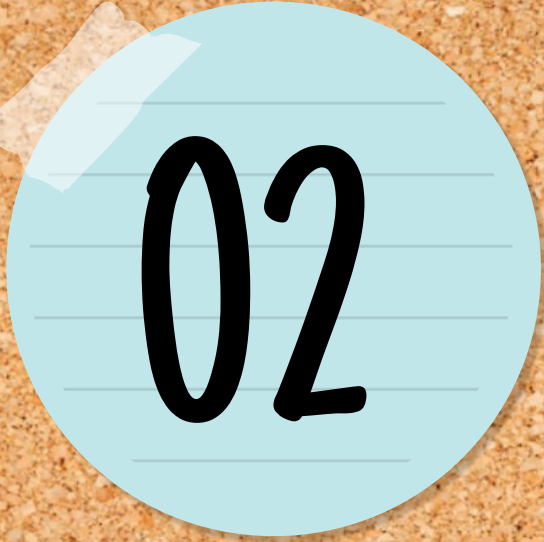
01

Learning Unreal

This was what I did when we first started class.



The first several class periods were spent learning about Unreal and what exactly I would be able to do using it. In order to learn more about it I used various tutorials, and the documentation for Unreal, to try different things and see how those worked. This made it easier for me to figure other things out and begin to do more with the software.





02



Movement

The movement of the character in the game.





Once everyone in the class new some basics, we split into groups to begin slowly building the game, and the one I ended up in focused on movement. I was able to focus more on one thing, and now I have some knowledge on how to combine the movement of the character with various animations for the various movements and actions.

03

Cutscenes

The cinematics in the game

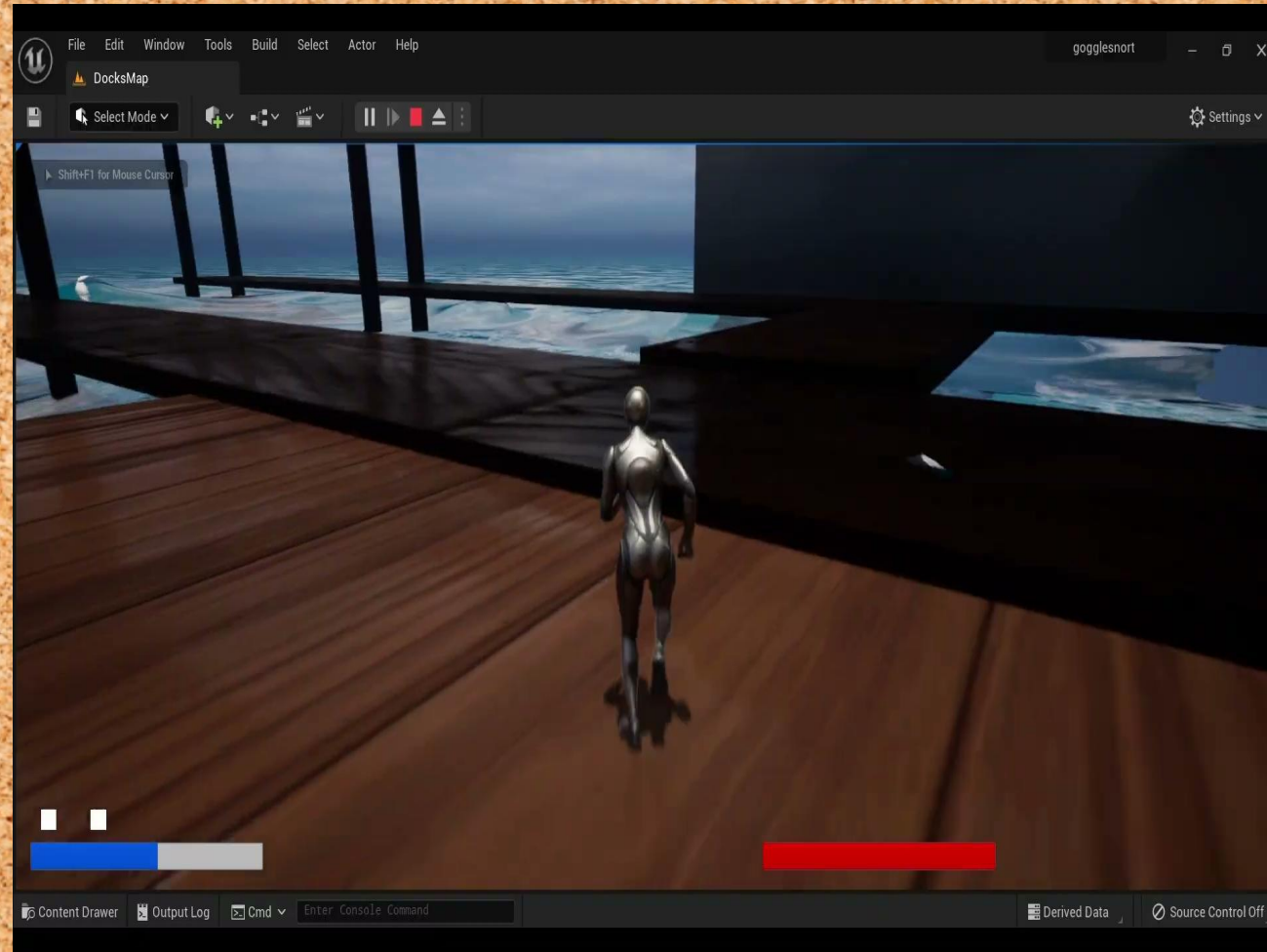


I ended the year working on both learning how to create cutscenes, and doing as many cutscenes as I could manage for the physical game. However, due to several errors in attempting to pull all of the needed content, I was unable to complete as much as I wanted to.

Example :



Example :



Example :



A corkboard with a wooden frame. In the center is a white spiral-bound notepad. A yellow hand-drawn arrow points from the left towards the notepad. Two pieces of light blue tape are attached to the notepad, one at the top right and one at the bottom left. A yellow heart-shaped sticker is on the right side of the corkboard.

Thanks for Listening!!!