Delta Summer Mentorship Program - Task0

Statement of Purpose

Games have always interested me. Ever since I got my first computer I have been playing games. And I proudly call myself a pc gamer. And because of this interest in games I wanted to know how games were made. And 4 years ago I did some research and found that many game developers use unity as their game engine. So I downloaded unity and tried to learn game development but it ended in failure and I ended up in learning basics in Maya in an attempt to at least create assets for unity.

Recently the desire to develop games rekindled inside me when I was downloading a game from epic games store and found out that unreal engine 4 was free. So making use of these holidays I learned UE4 and I developed two games. The experience felt really good. The excitement before starting a game and the satisfaction after creating a game felt great. At first I thought UE4 was difficult to learn as the game engine was mainly designed for AAA games but its blueprint system made sure that it was not difficult and the process was fairly simple. The first game I created was a game similar to Donkey Kong. The level was built similar to the donkey kong with a floor, two walls and 6 ramps. I used the blueprint system to trigger the barrel spawner which is supposed to spawn barrels which are the obstacles of the level. There is a timer that shows the time to reach the end and if the player pawn hits the barrel then the player will fly around the region as a ragdoll then the player spawns at the start location. The second game I created was an endless runner. When the start button is pressed a floor tile is spawned along with the player pawn as the player runs new tiles spawn. This game is a third-person perspective game something like temple run but for pc. To add variety, different tiles spawn along the path and the path also contains coins and obstacles. To make it more interesting to play, I added animation using the animation editor and blendspace and sound cues and ambient sound.

With these two games I've found the confidence to develop games in Unreal Engine. The ideas for the two projects were mostly from tutorials available online and not my ideas. So for my next project I plan on making my own game with my own original idea. This will be a game where the main character will be an assassin. This game will contain both maze and stealth elements. This game will contain various levels. The various maps will be similar to mazes but with some variety like guards, traps, etc. The player has to cross through the path to reach the target. The game would be for Android and it would be a complete game with UI and all related interactive menus. I also want to work on a multiplayer game where people can duel.

-Bukki Atkinson J J