PROJECT ON GAME DEVELOPMENT

Developing a Video-game using Unreal Engine based on a Four-Stage Methodology

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PROJECT GUIDE
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THE FOUR-STAGE METHODOLOGY

- Pre-Production

- Production

- Testing

- Post-Production

3 Objectives

3.1 Why : Purpose of this videogame

Environmental pollution & deterioration

3.2 Who: Market Conditions

The flourishing Video-game industry
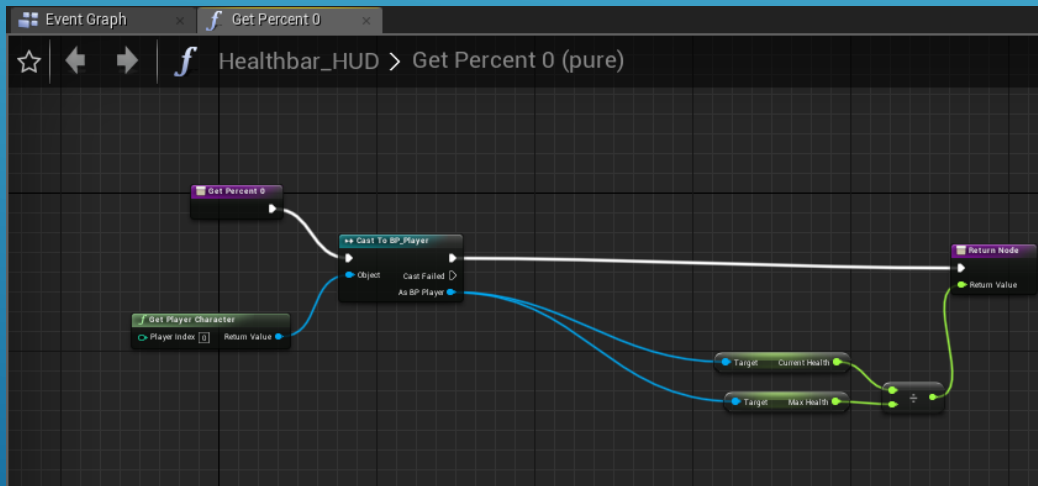
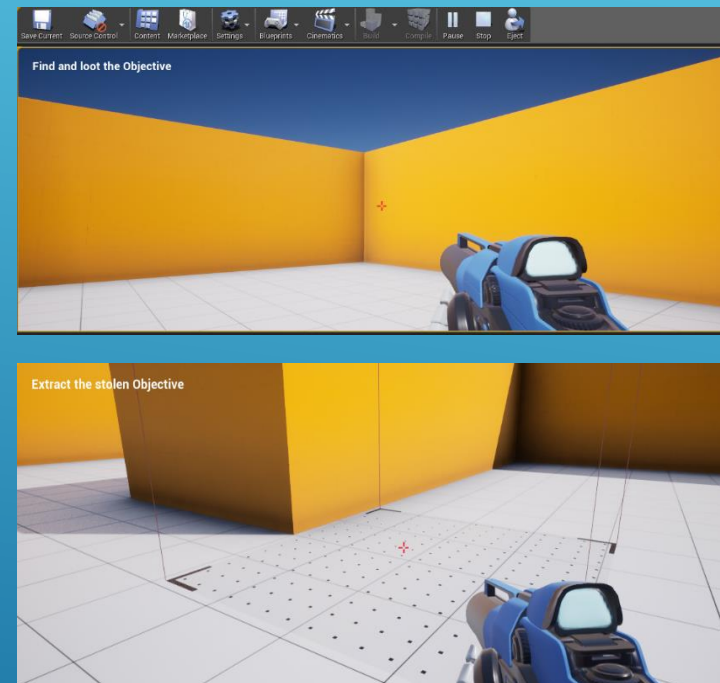**3.3 What: The Point of creating the game**

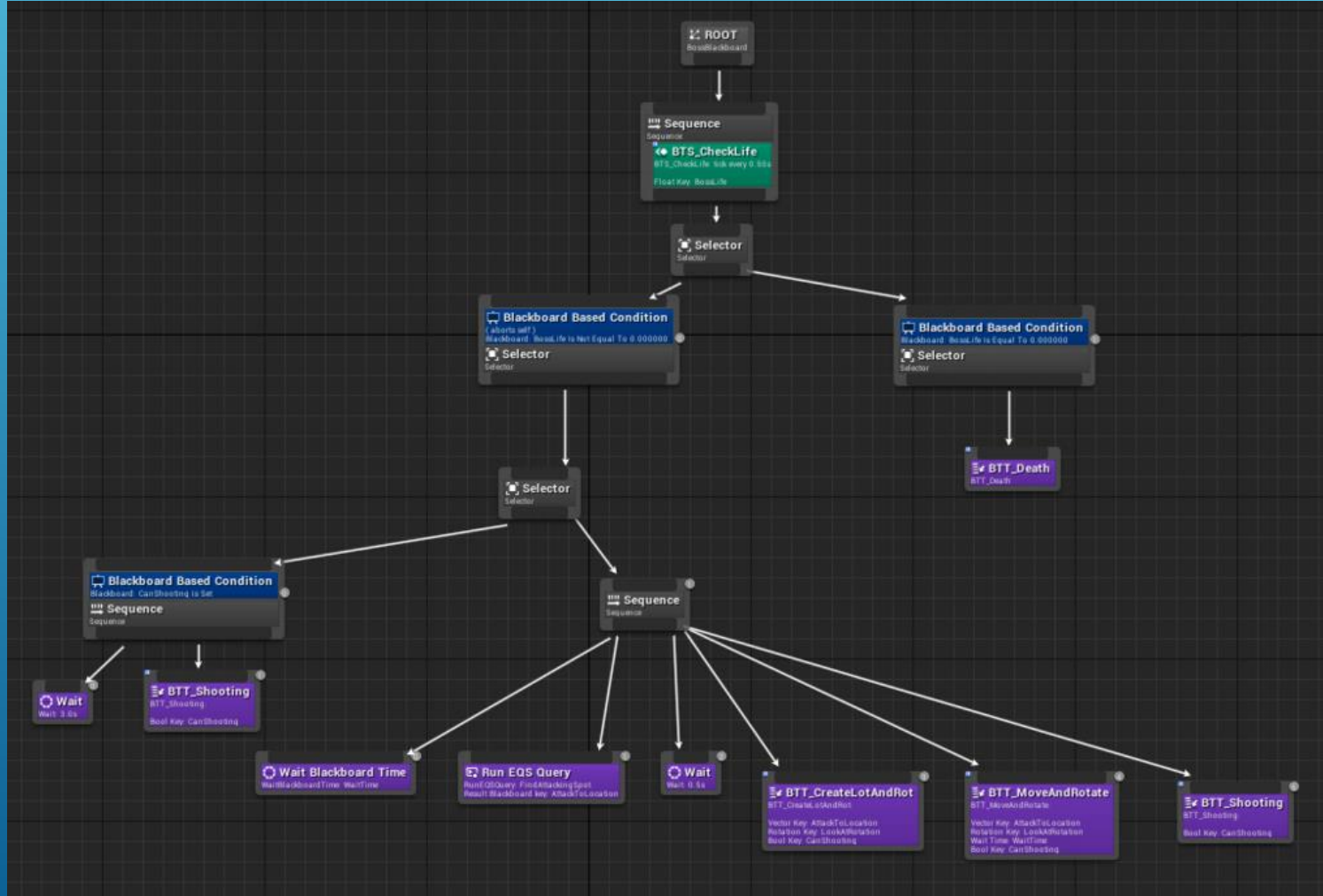Video-game engines

PRODUCTION

Blueprint Scripts

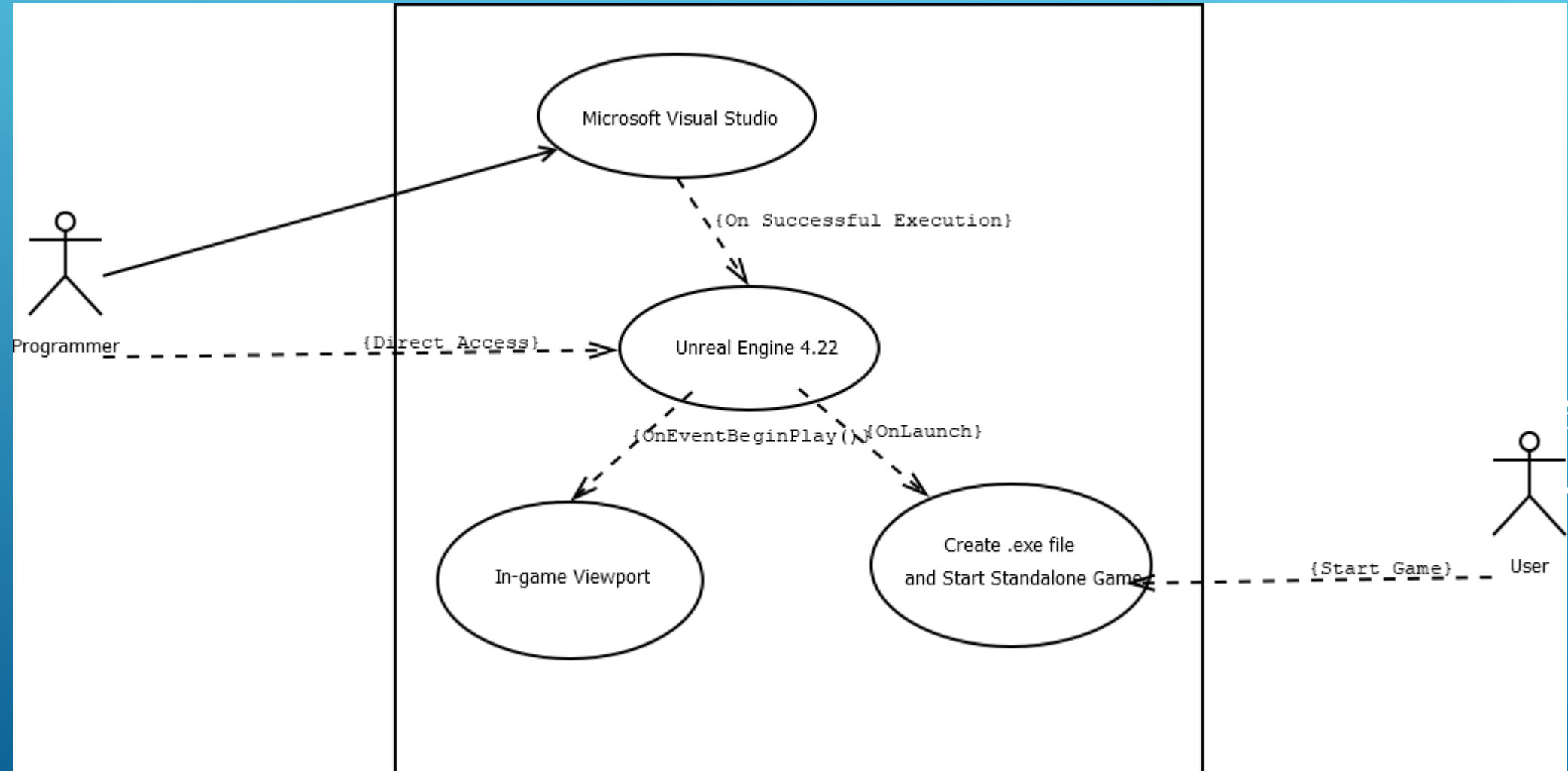Viewport

AI & ENVIRONMENTAL QUERY SYSTEM
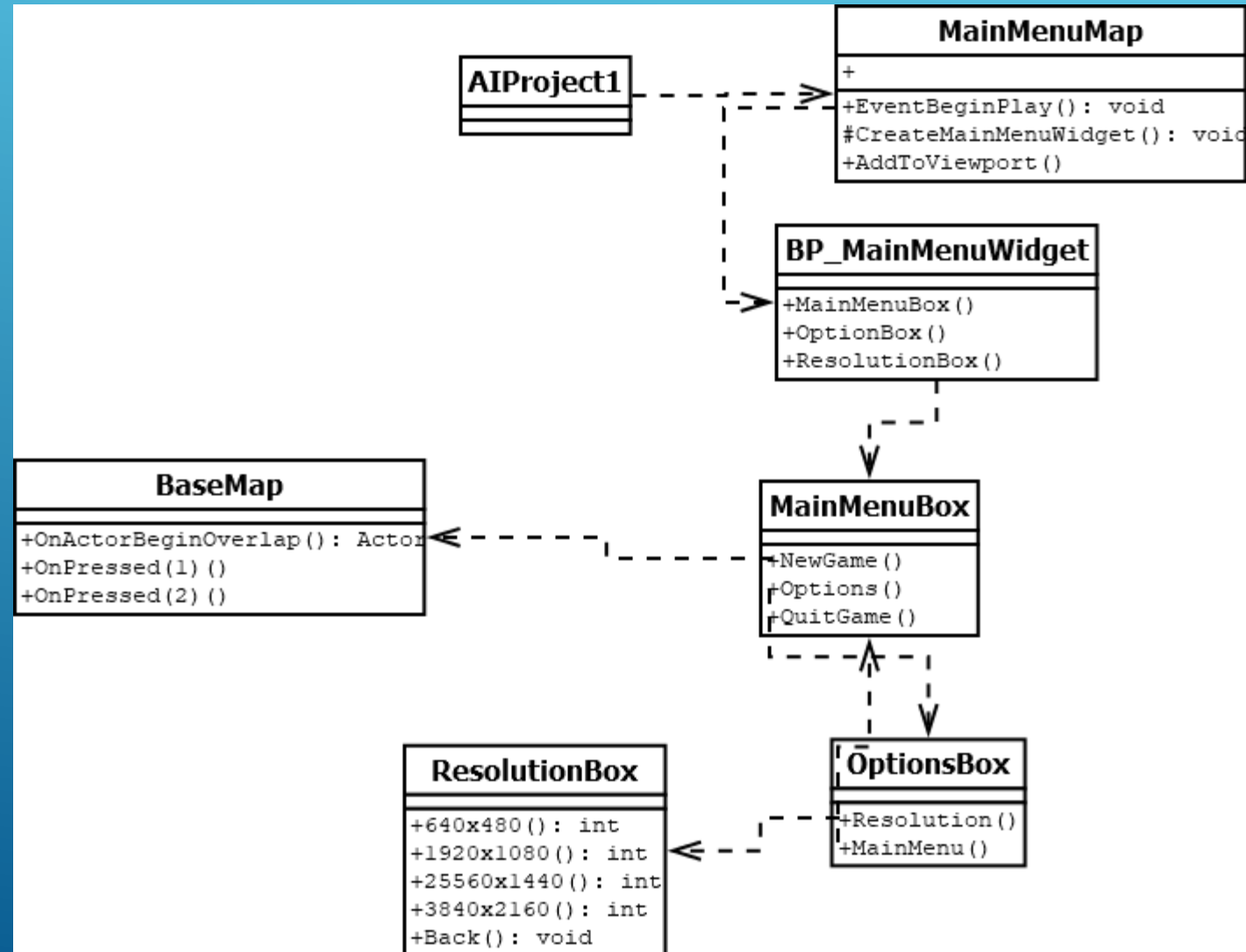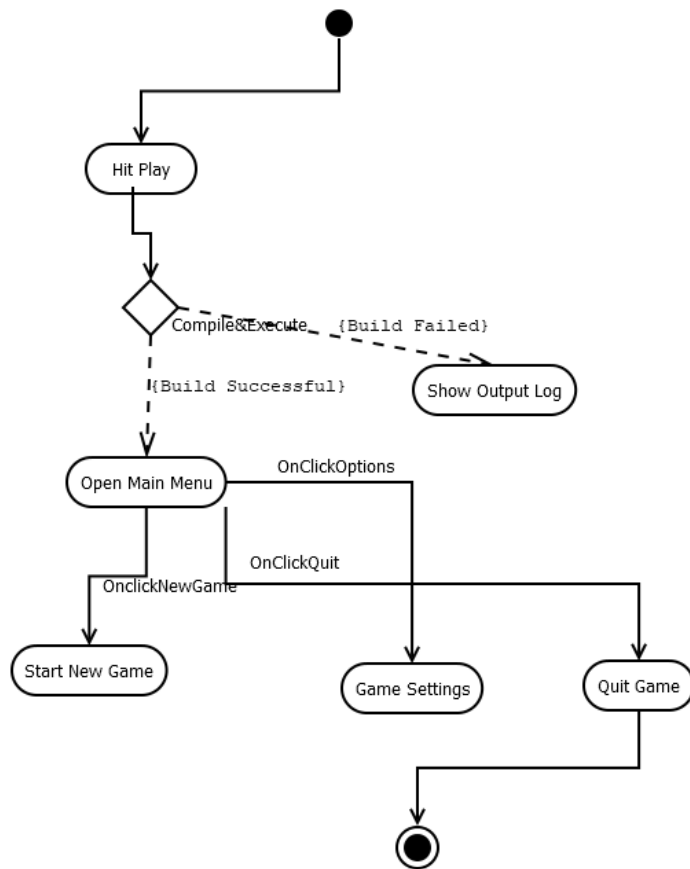
POST-PRODUCTION

Ray-tracing

USE CASE DIAGRAM

CLASS DIAGRAM

ACTIVITY DIAGRAM

REFERENCES

Developing a Videogame using Unreal Engine based on a Four Stages Methodology https://ieeexplore.ieee.org/document/7836249

Unreal Engine 4 Documentation https://docs.unrealengine.com/en-US/index.html

Visual C++ Programming for UE4 https://docs.unrealengine.com/en-US/Programming/QuickStart/index.html?utm_source=launcher&utm_medium=ue&utm_campaign=uelearn

THANK YOU