

# PROJECT ON GAME DEVELOPMENT

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

## GROUP MEMBERS

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## PROJECT GUIDE

- Prof. Sachin Malave

# THE FOUR-STAGE METHODOLOGY

- Pre-Production
  - Production
  - Testing
  - Post-Production
- 
- A series of white diagonal lines of varying lengths and thicknesses are positioned in the bottom right corner of the slide, creating a modern, abstract graphic element.

### 3 Objectives

#### 3.1 Why : Purpose of this videogame



Environmental pollution & deterioration



## 3 Objectives

### 3.2 Who: Market Conditions



The flourishing Video-game industry

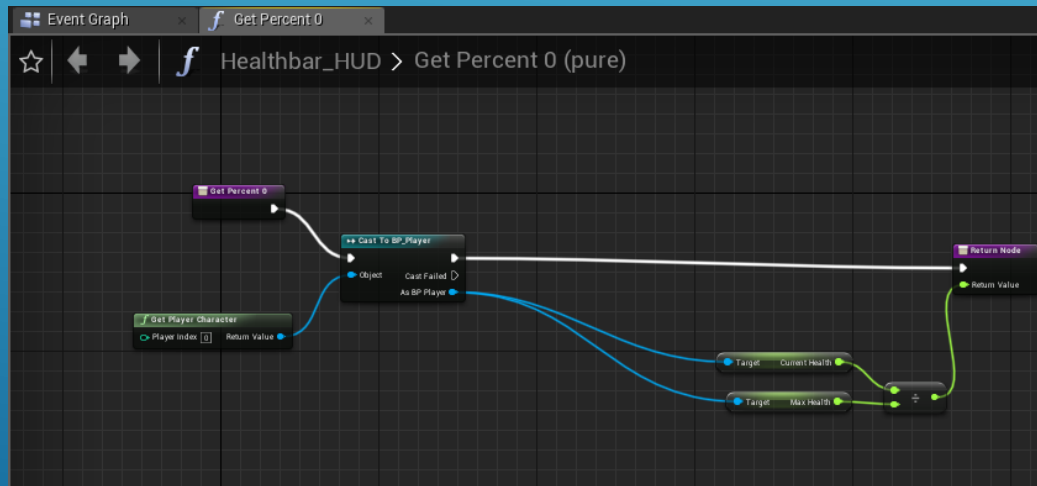
### 3 Objectives

#### 3.3 What: The Point of creating the game

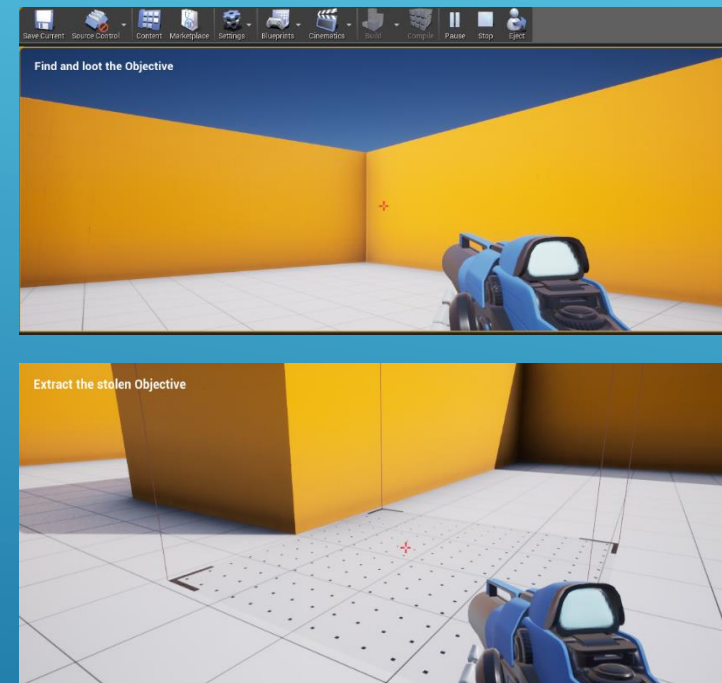


Video-game engines

# PRODUCTION

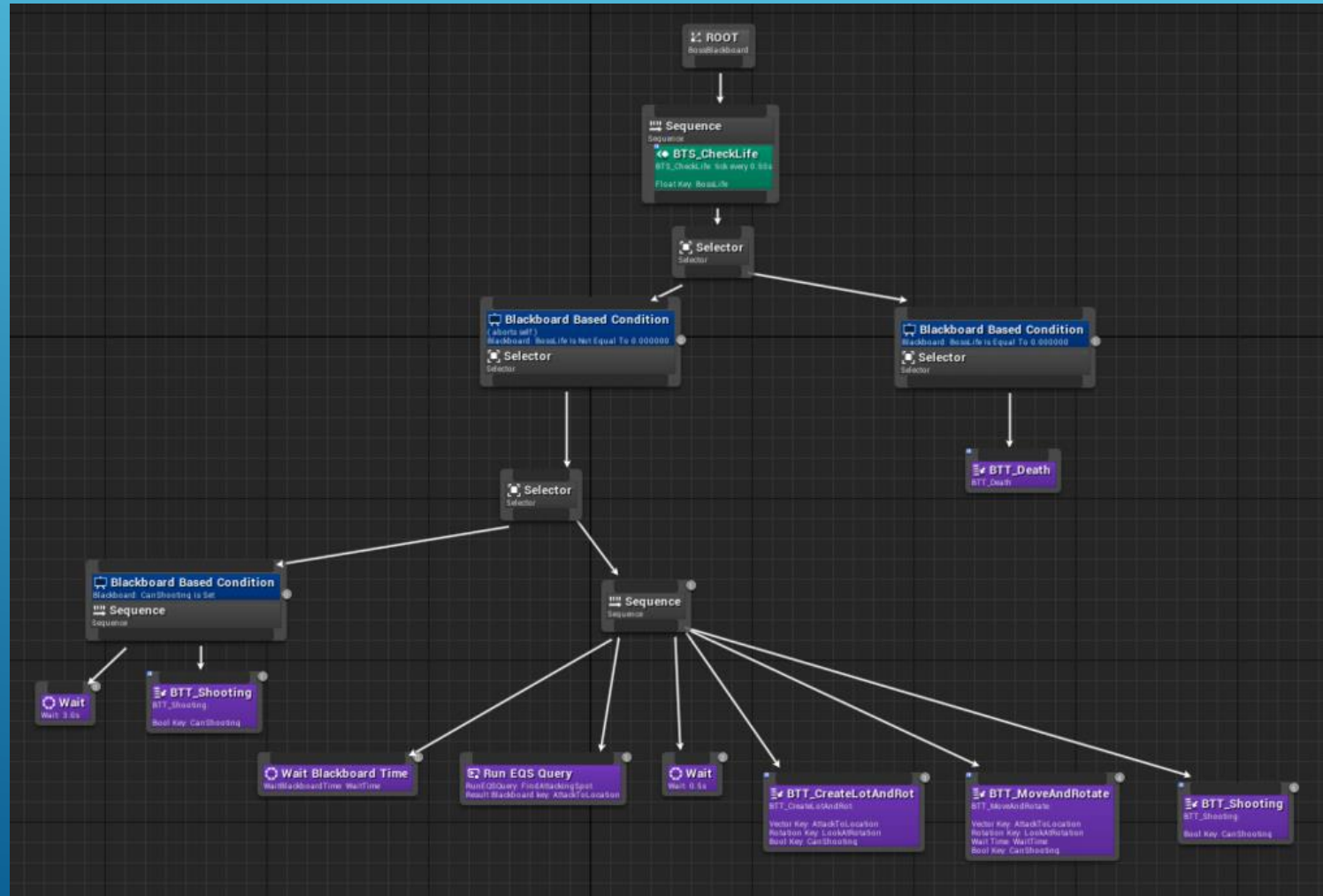


Blueprint Scripts



Viewport

# AI & ENVIRONMENTAL QUERY SYSTEM



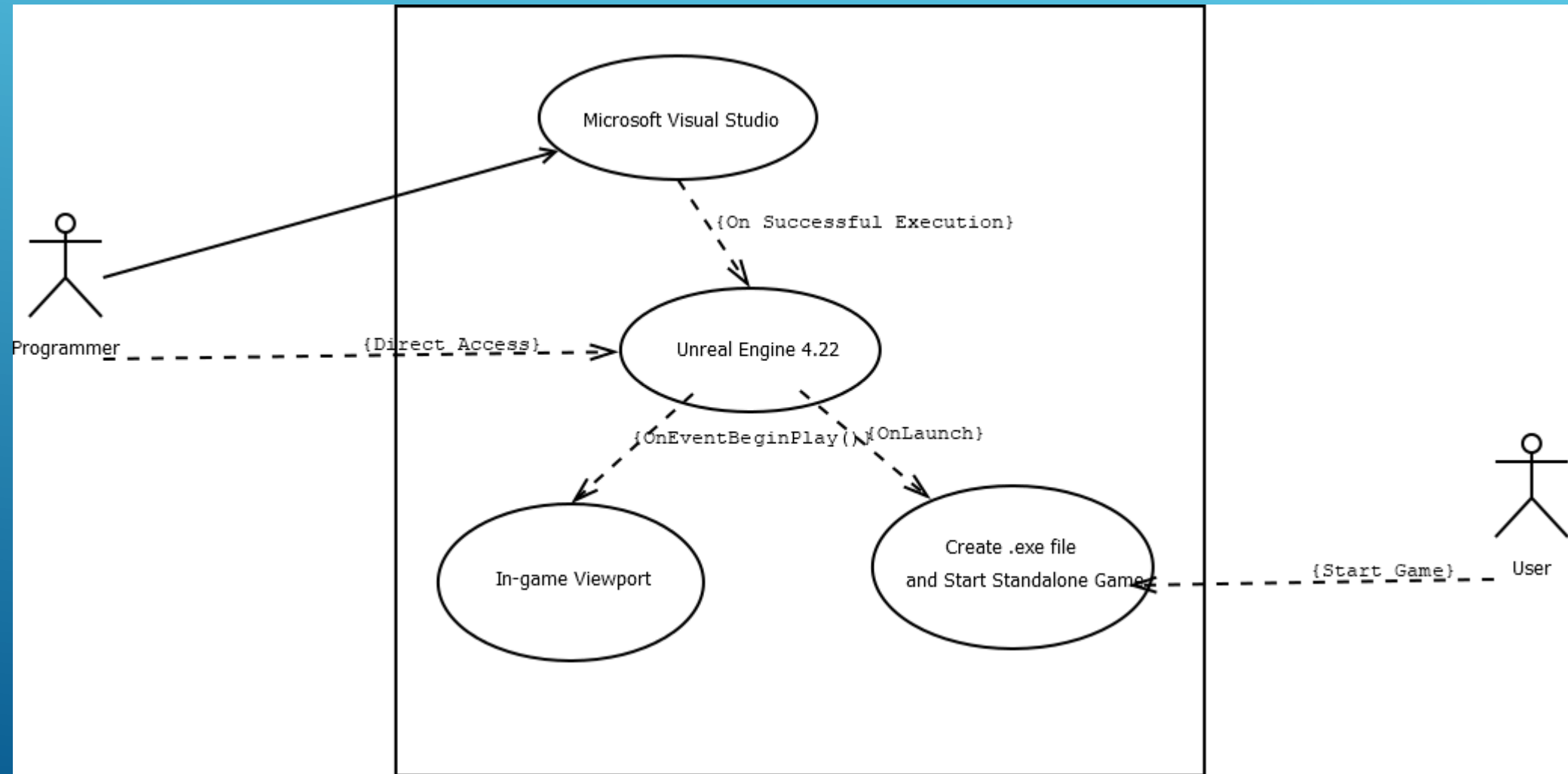


# POST-PRODUCTION

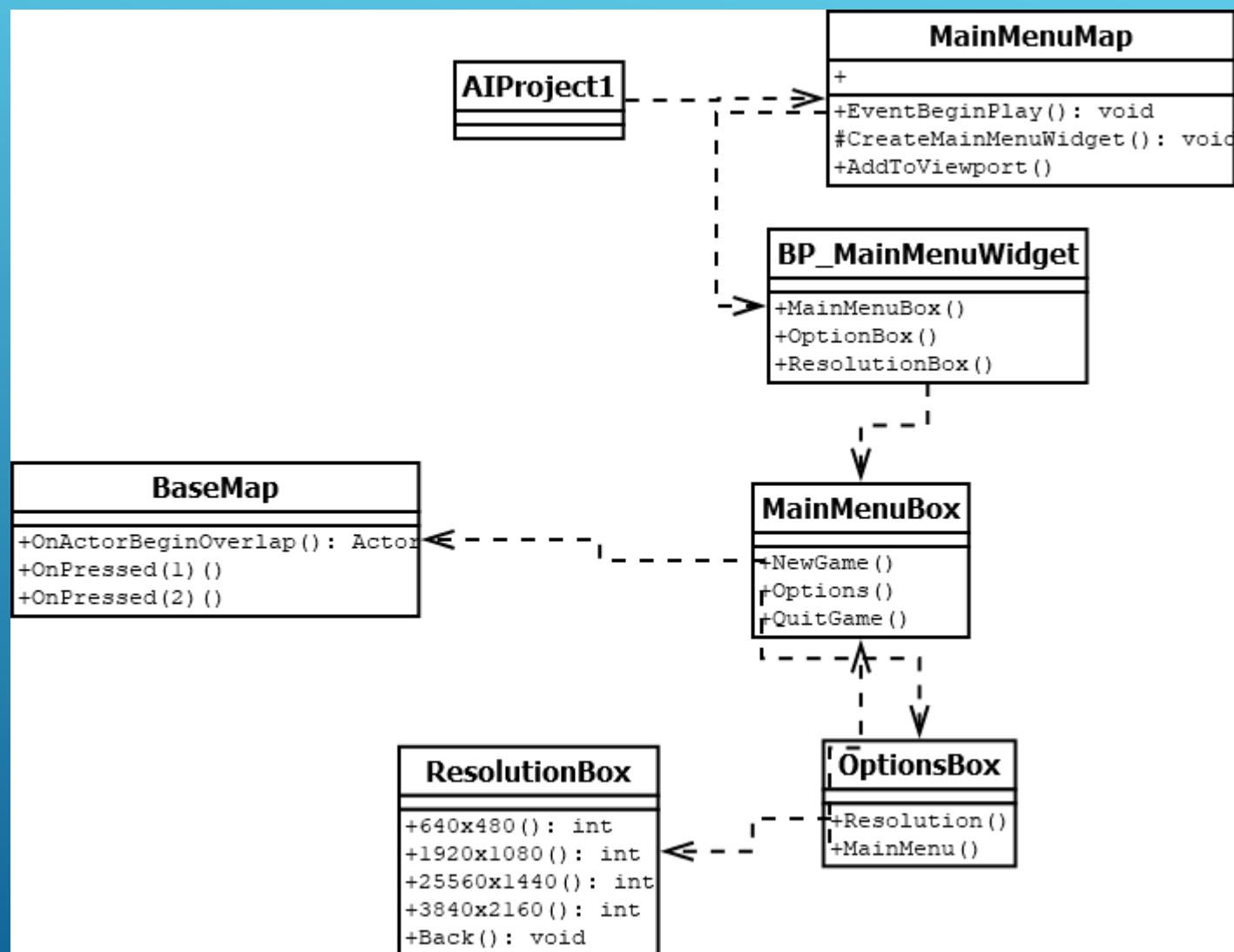


Ray-tracing

# USE CASE DIAGRAM



# CLASS DIAGRAM



# 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](https://docs.unrealengine.com/en-US/Programming/QuickStart/index.html?utm_source=launcher&utm_medium=ue&utm_campaign=uelearn)

THANK YOU

