

PROJECT ON GAME DEVELOPMENT

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

GROUP MEMBERS

- Ajinkya Darshane(16102001)
- Falguni Tailor(16102031)

PROJECT GUIDE

- Prof. Sachin Malave

THE FOUR-STAGE METHODOLOGY

- Pre-Production
 - Production
 - Testing
 - Post-Production
- 
- A series of white lines of varying lengths and slopes 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

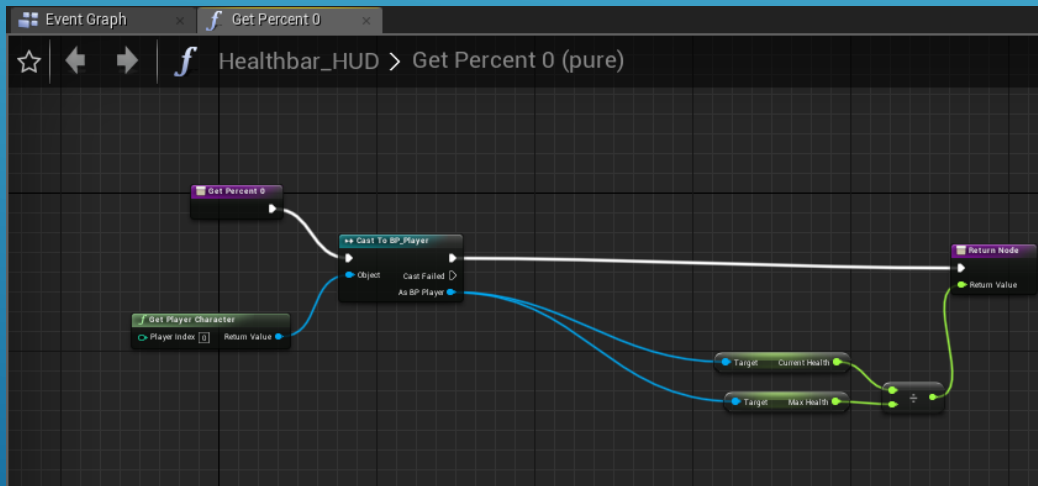
3 Objectives

3.3 What: The Point of creating the game

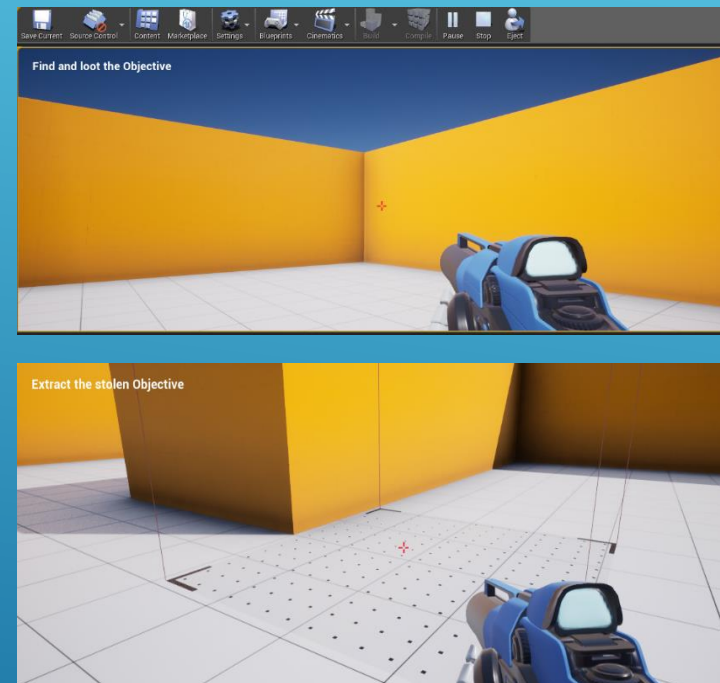


Video-game engines

PRODUCTION

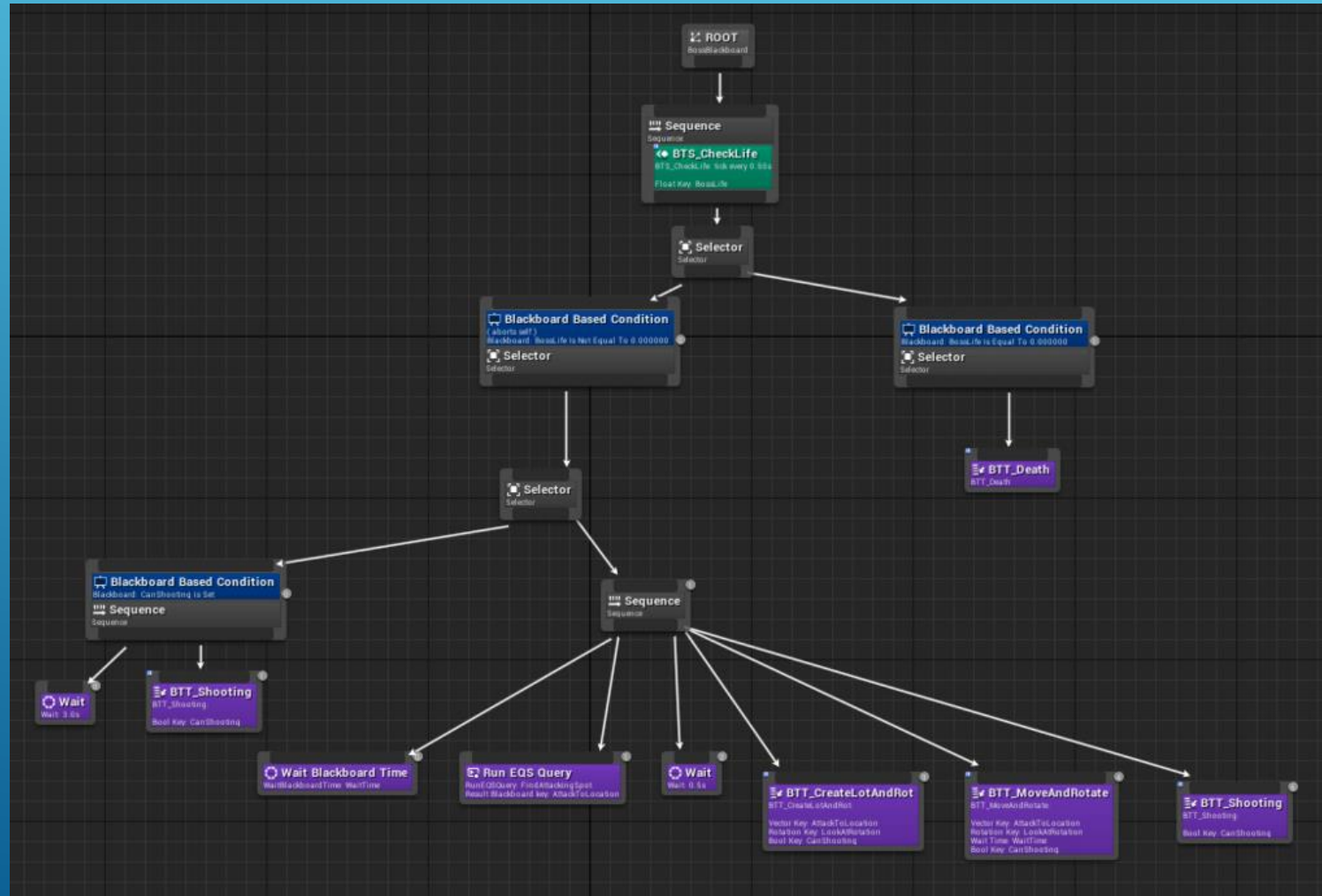


Blueprint Scripts



Viewport

AI & ENVIRONMENTAL QUERY SYSTEM

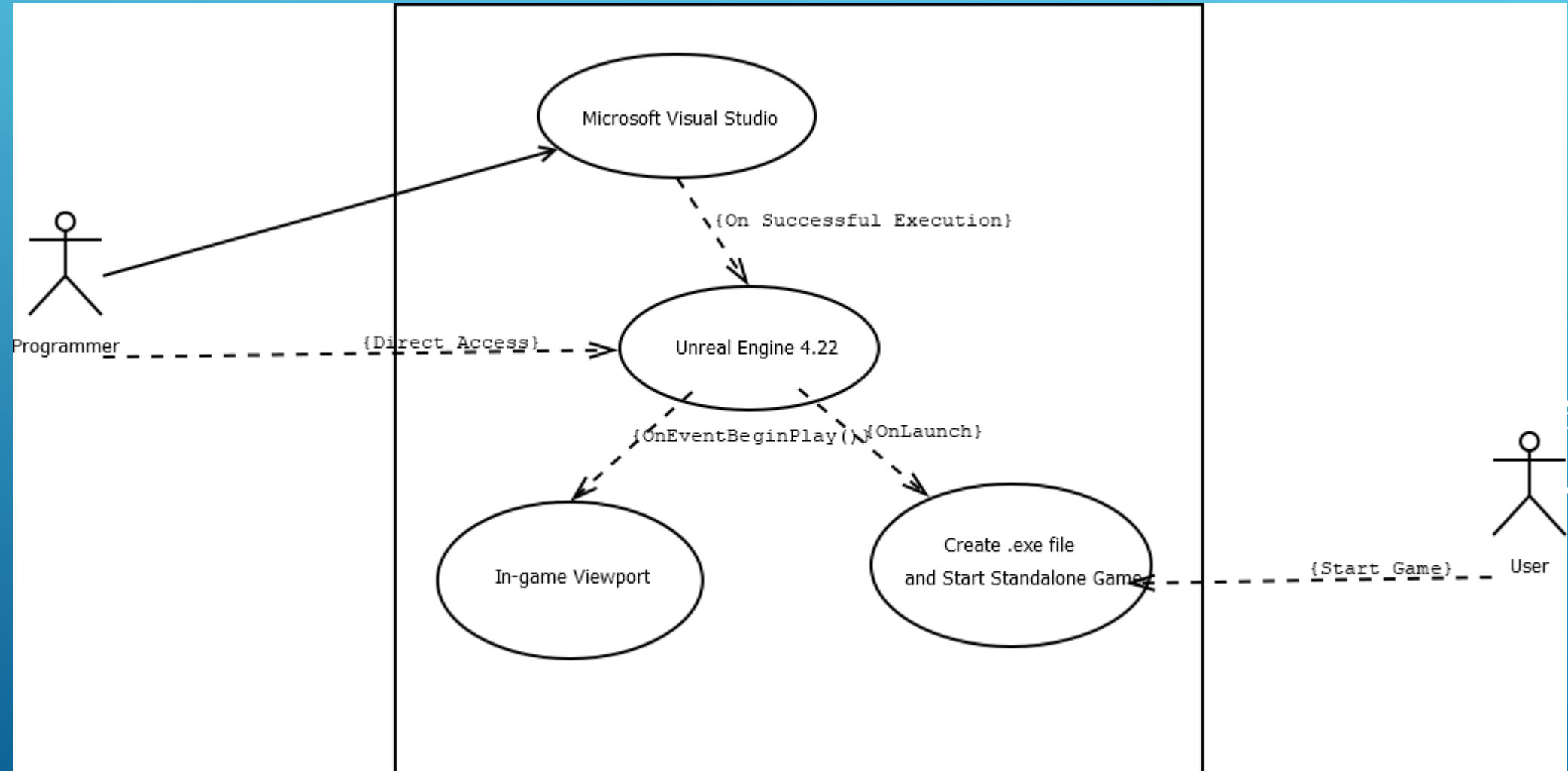


POST-PRODUCTION

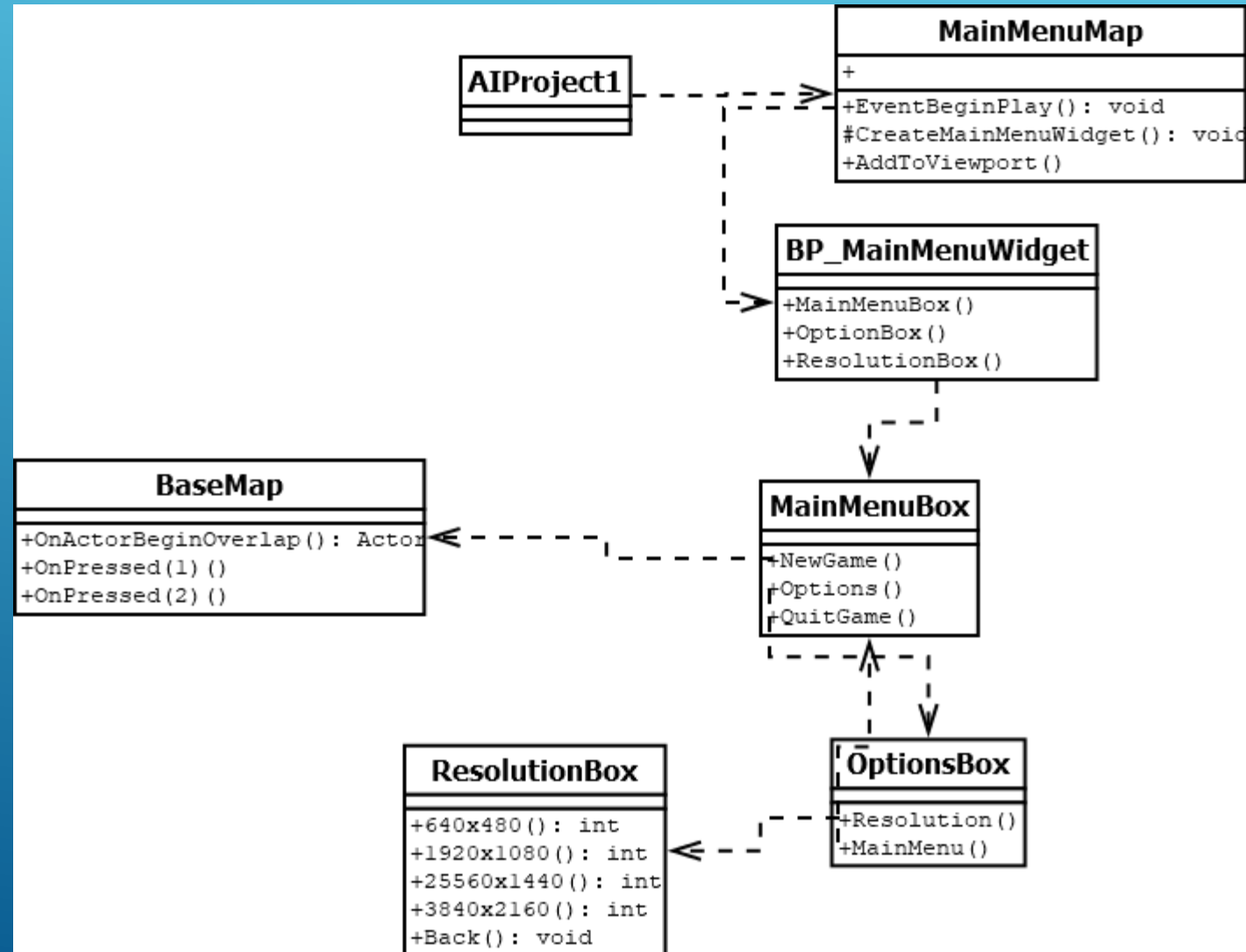


Ray-tracing

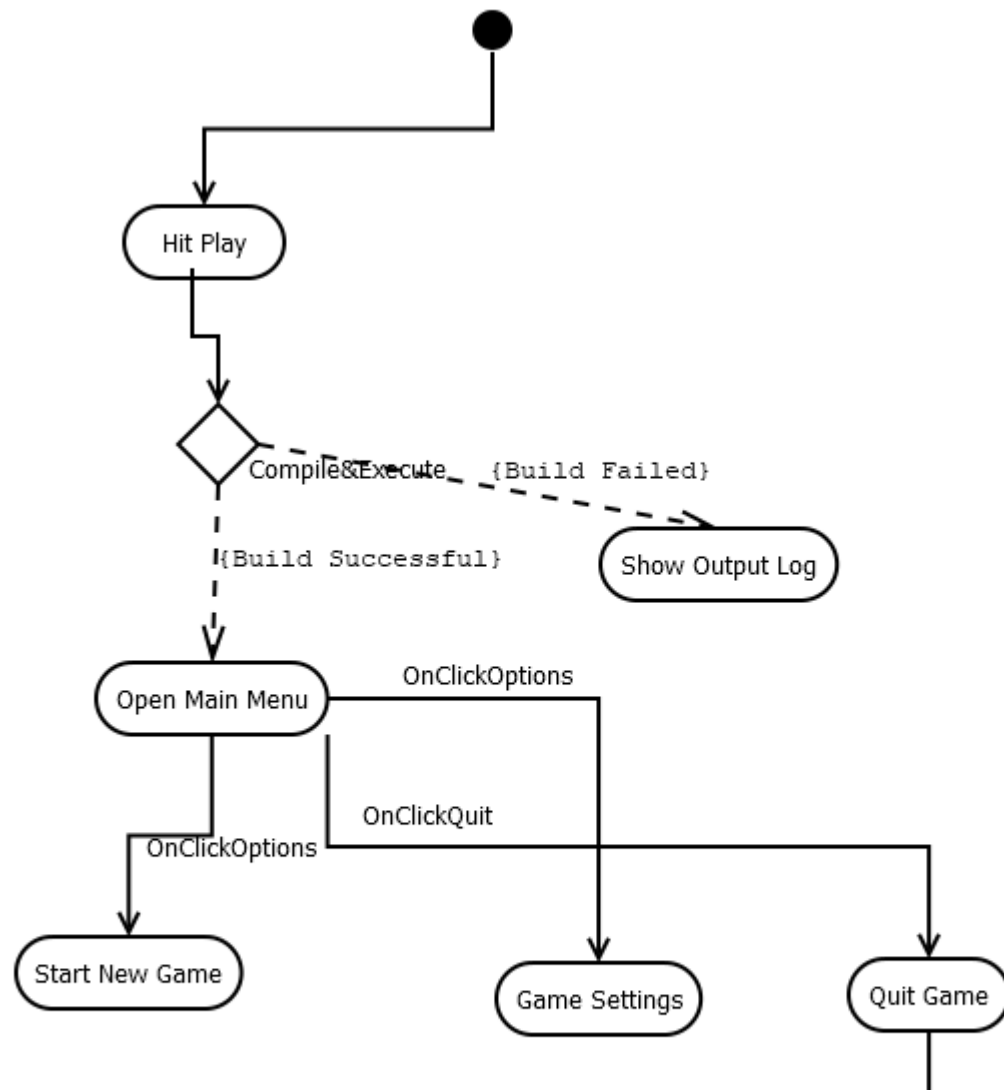
USE CASE DIAGRAM



CLASS DIAGRAM



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

