

SHOOTER GAME

Objective

To develop basic 3rd person shooter game with features like Shooting and Opening Doors.

Features Implemented

- Shooting

This feature enables the player to shoot the target using a left mouse click. This is implemented using RayCast where the character eye shoots the ray cast to hit the target at the point of intersection. Left mouse click plays the animation of shooting from "Shooter Anim Instance.cpp". There are various shooter sounds that a designer can choose to change for shooting in "BP_Shooter_Character" (Blueprint).

Time Taken to implement this: 40 mins

- Doors Open/Close

This feature, as the name says, opens or closes a door in gameplay. This is implemented using RayCast where the character body center shoots a ray cast to open/close the door. It works by clicking "E" key at the door.

Time Taken to implement this: 15 mins

Future Scope

- NPC Chat

This feature gives the voice commands as per designer instruction.