

Escape The Dungeon

Training Project on
GAME DEVELOPMENT
using Unreal Engine 4 & Maya

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Content


- What is a Game?
- How Games are Made?
- What is a Game Engine?
- What is the Pipeline of the Game?
- What are the objectives of this project?
- Output Screen
- Conclusion



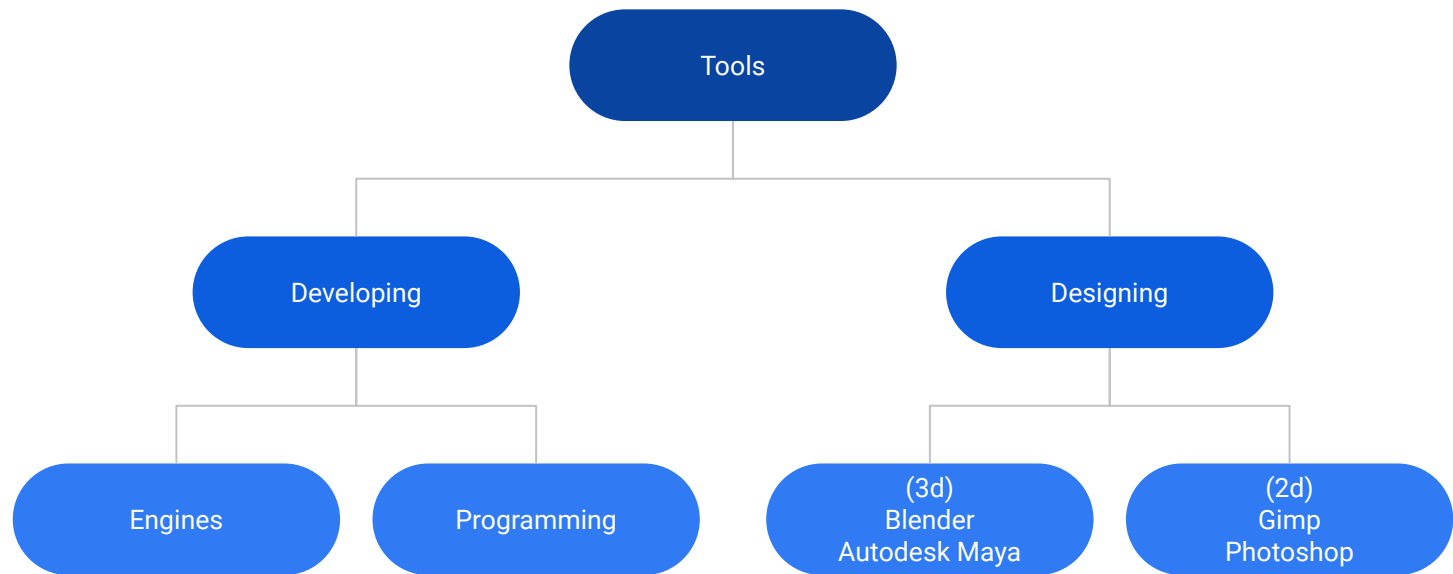
What Is A Game ?

A game is a structured form of play, usually undertaken for entertainment or fun, and sometimes used as an educational tool.

A video game is an electronic game that involves interaction with a user interface or input device – such as a joystick, controller, keyboard, or motion sensing device – to generate visual feedback for a player.



How Games Are Made ?



Why Unreal Engine ?

Unreal Engine is a complete suite of development tools for anyone working with real-time technology. From design visualizations and cinematic experiences to high-quality games across PC, console, mobile, VR, and AR, Unreal Engine gives you everything you need to start, ship, grow, and stand out from the crowd.

- Cross-platform support
- Written in C++
- Open Source
- Great graphics system

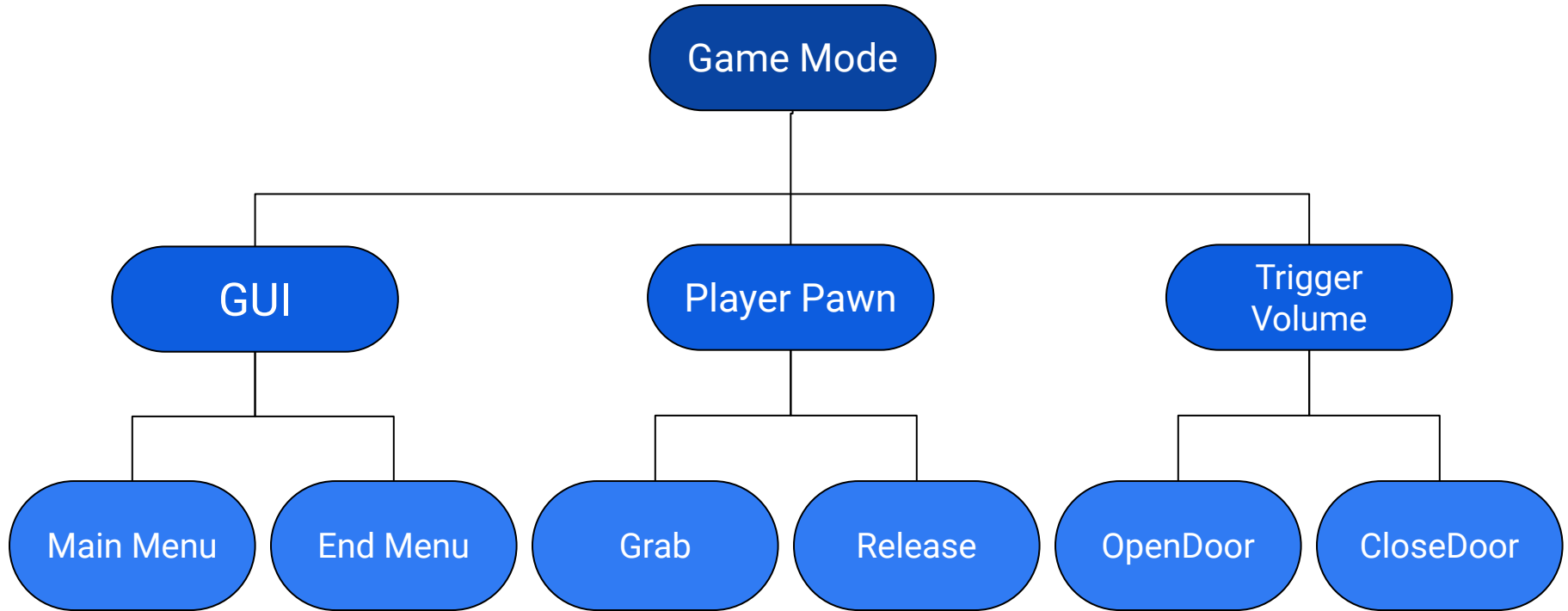
Escape The Dungeon

- Escape the Dungeon is an interactive maze game.
- It is a role playing game. The main objective of the game is to escape the dungeon in time. You have to find some clues and apply them in order to escape.
- Playing game is also very beneficial for a player
 - It can help you focus.
 - It develops creativity.
 - It builds confidence.
 - It develops Problem-solving skills.

Objectives of Project

- To escape from the dungeon in time.
- To construct GUI design for the game.
- Connect design to game code.
- Add conditional statements to allow Player movement.

Pipeline Of The Game



Gameplay Mechanics

- We used physics and gravity so that player can walk easily on the floor.
- We inserted a grabbing and releasing mechanic so that player can move the objects.
- We also used a background music and sound effects in order to make game more interesting.

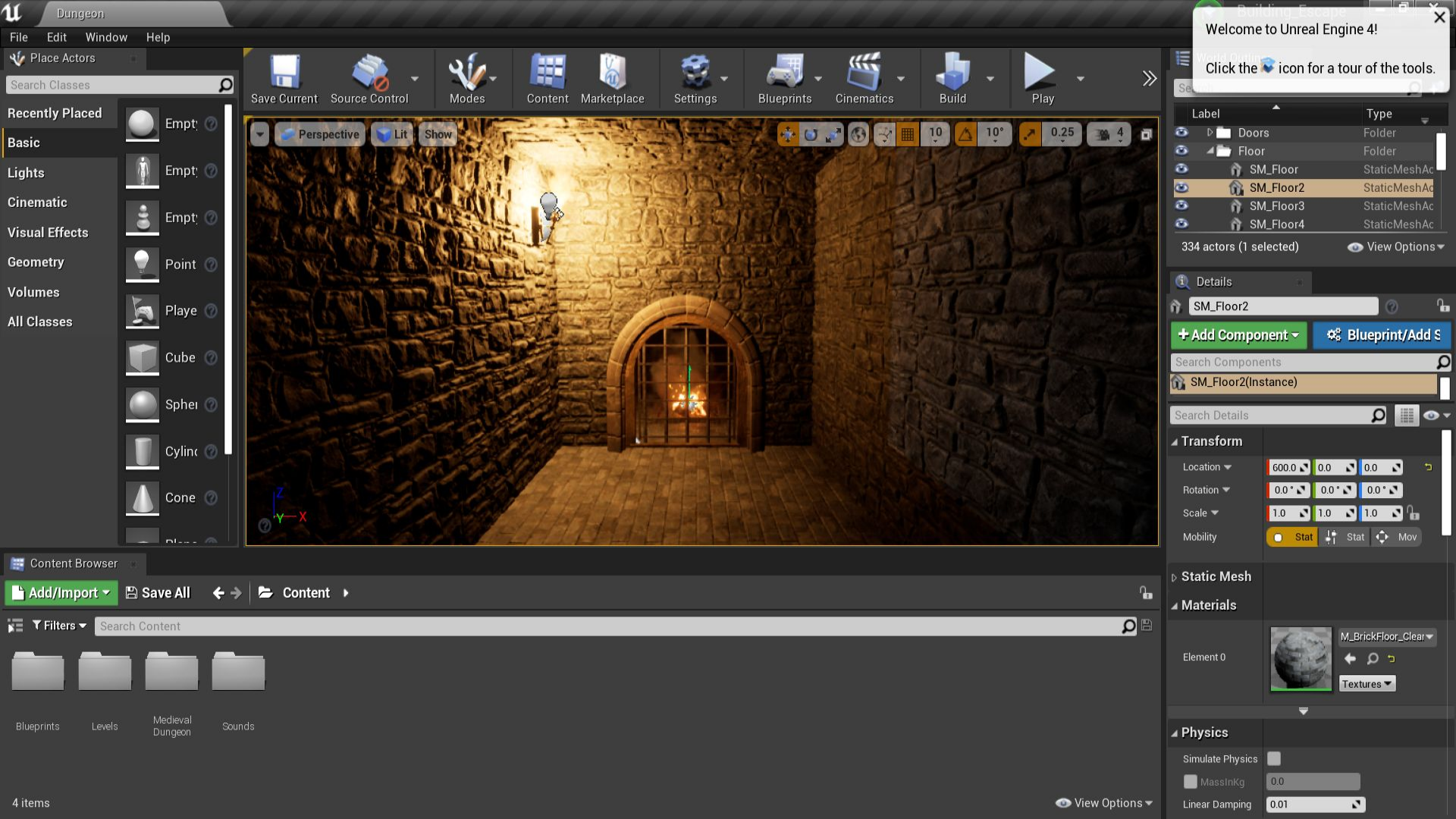


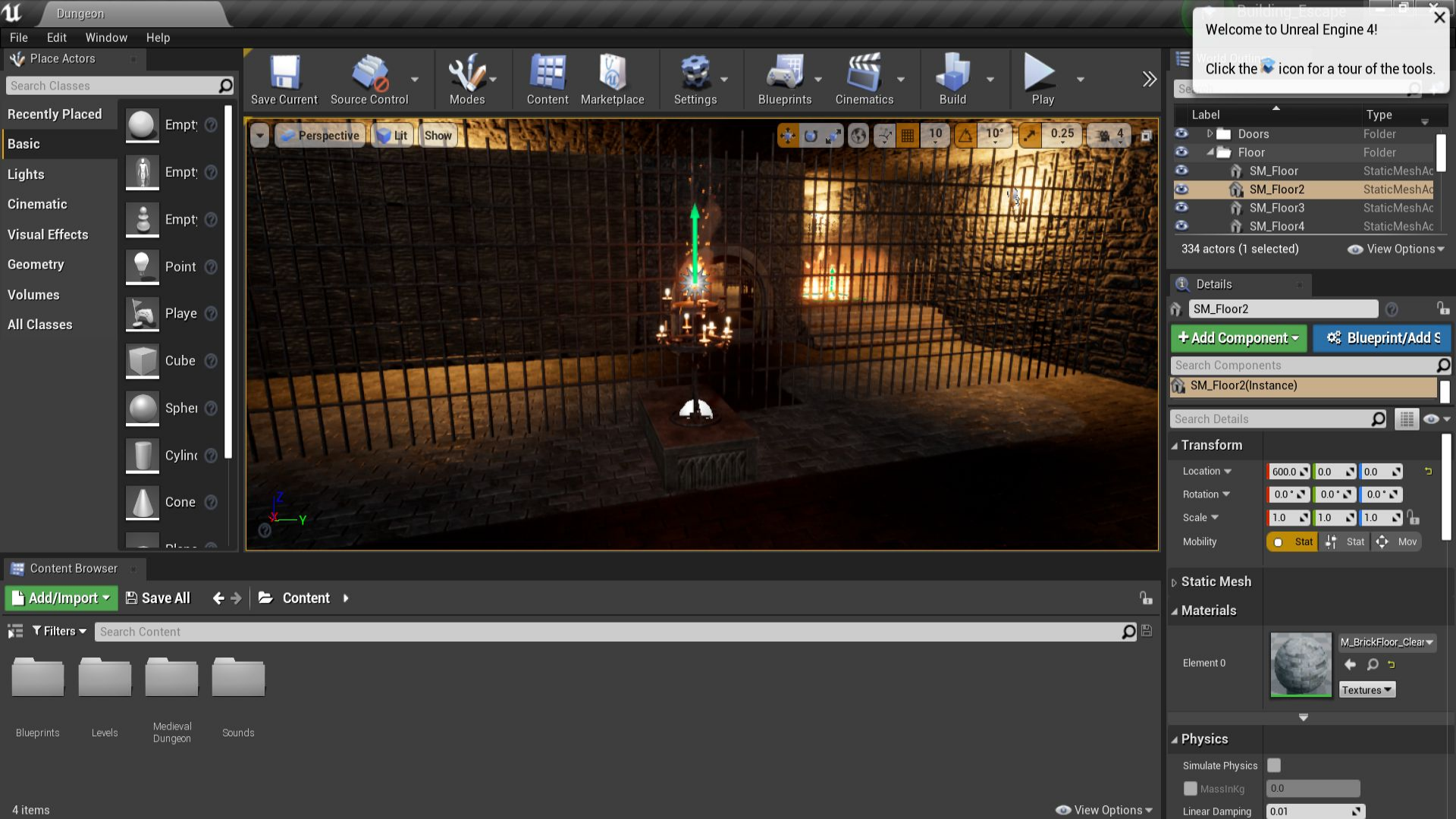
Output

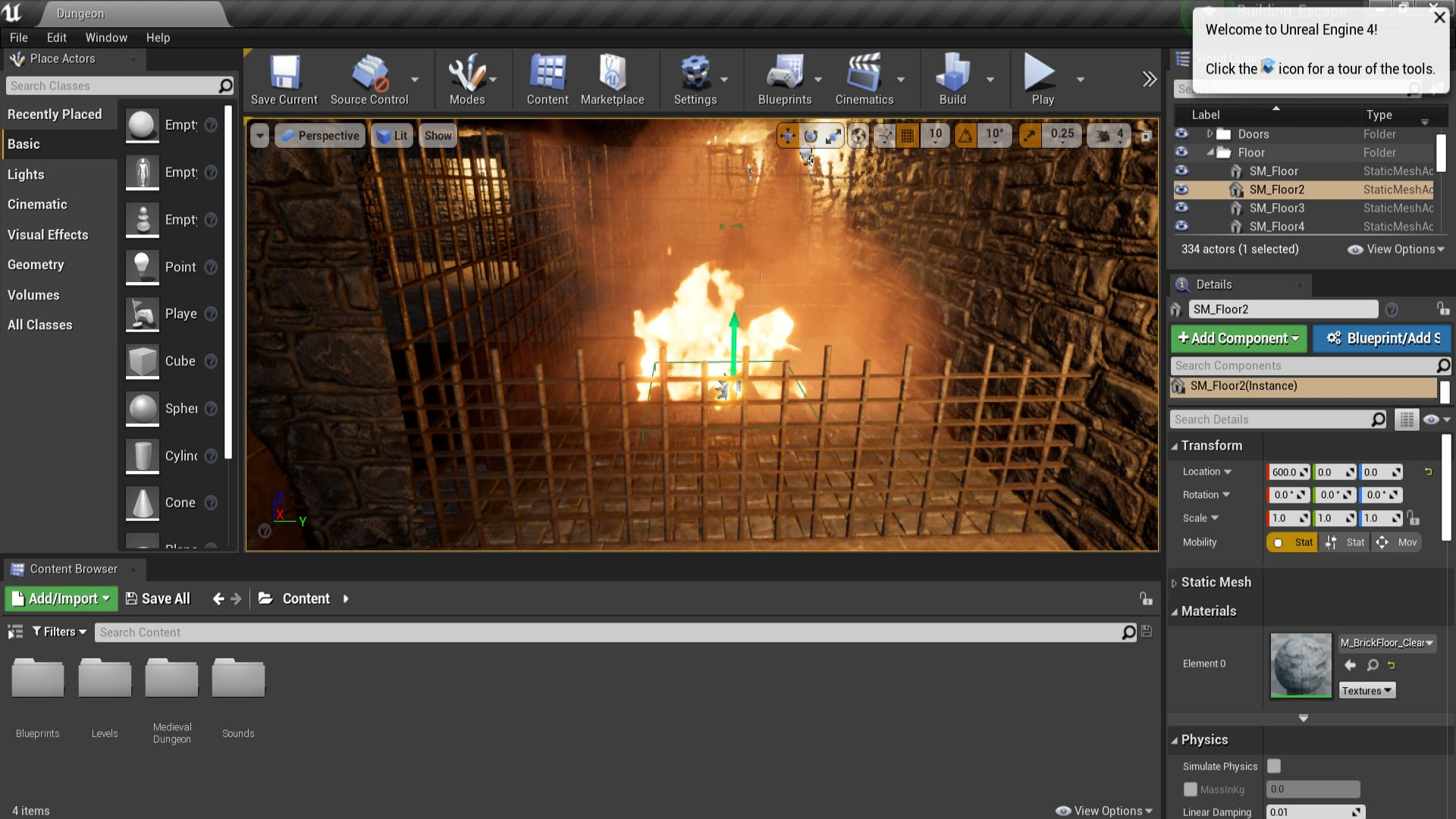
A knight in ornate, dark armor with intricate gold and blue details stands in the foreground, holding a large, dark mallet. The knight's armor features prominent spikes and a high collar. In the background, a massive stone castle with multiple towers and battlements sits on a grassy hill. The sky is a dramatic mix of orange, yellow, and dark purple, suggesting a sunset or sunrise. Several white birds are seen flying in the distance. The overall atmosphere is epic and dramatic.

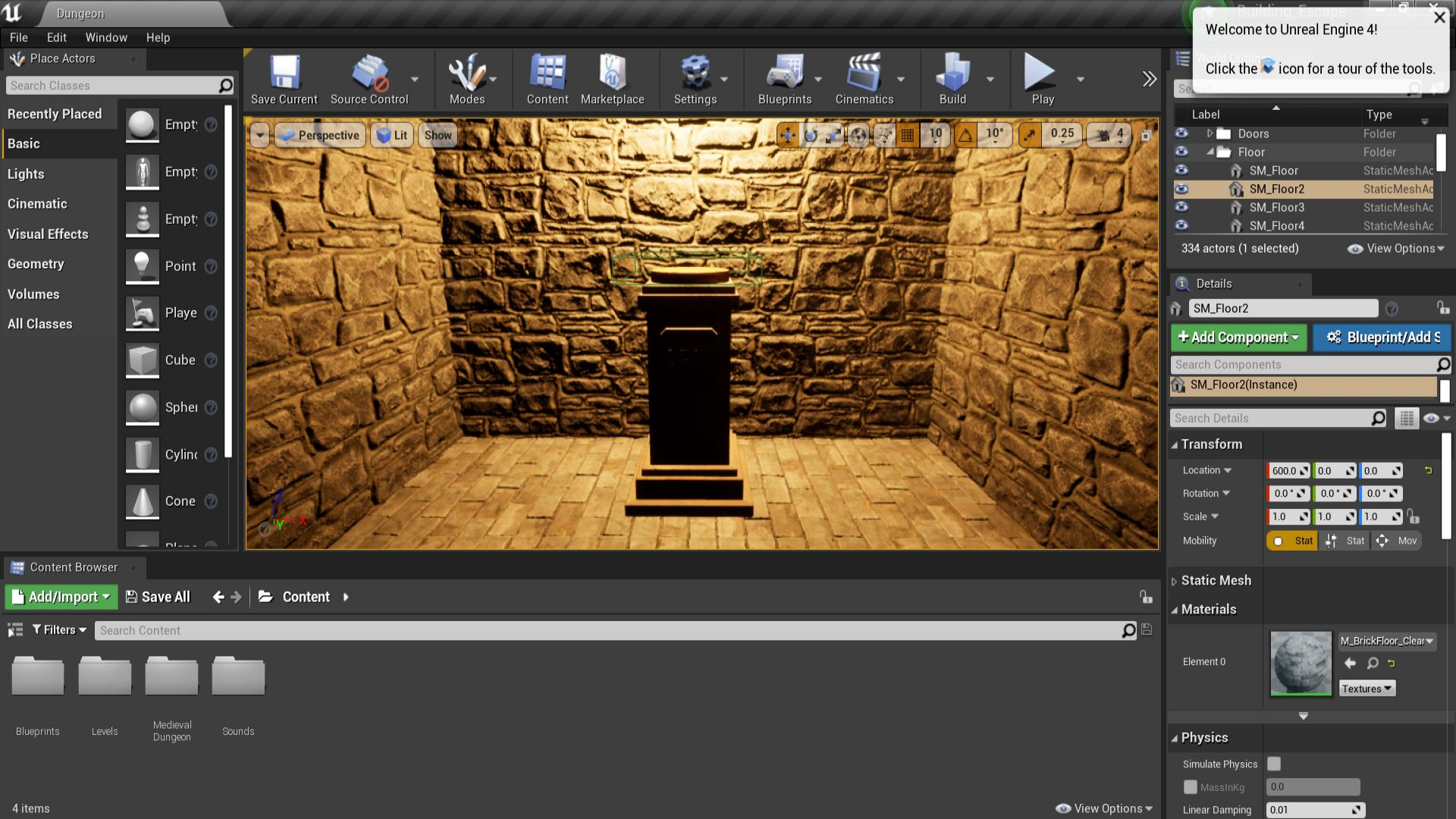
ESCAPE THE DUNGEON

CONTINUE
NEW GAME
SETTINGS
EXIT GAME



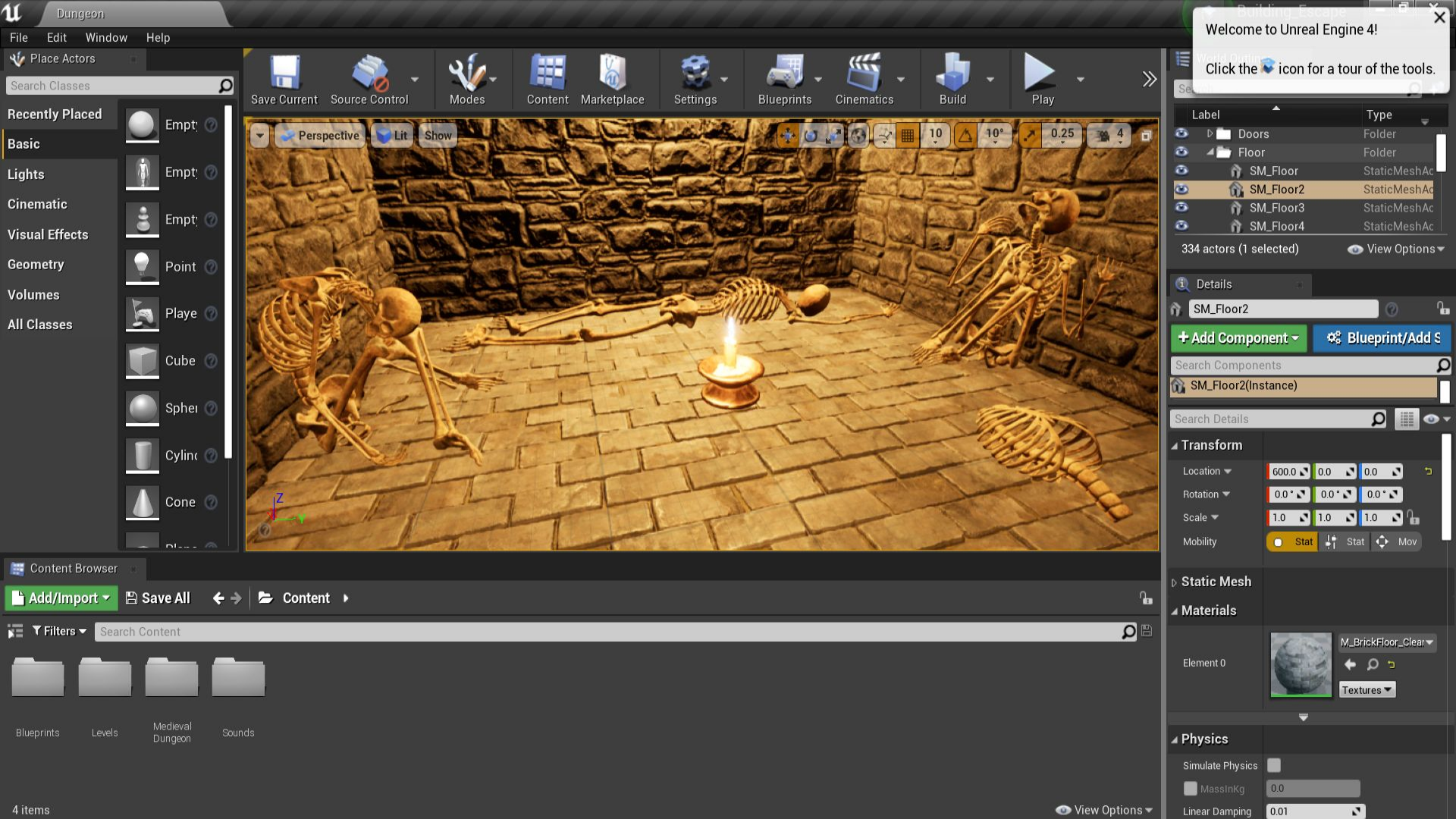






Welcome to Unreal Engine 4!

Click the  icon for a tour of the tools.





GAME OVER


RESTART

MAIN MENU



Conclusion

In this game, in a short time, we made a game environment that included 3D view and moving objects with camera, brightness and versatility, and a texture map. Improving the game environment and knowledge makes it very challenging. Players must judge and understand the indications where the gates will open and players will play the next and most difficult levels.





Thank You