Programs

This game will be built using Unreal 4.22.3 and Visual studios 2019, so we can program in C++, along with taking advantage of the UI and design capabilities of UE4.

Set up

This will be built in third Person C++ option in UE4, with the camera angle changed so it will appear to be a top down look.

System:

The end result of this game will be a program to be played on a PC with windows 10 running, it will use keyboard and mouse functions for controls.