

Unreal Plat

Dylan Chao, Kelson Dean, Huy Vo

What is our project?

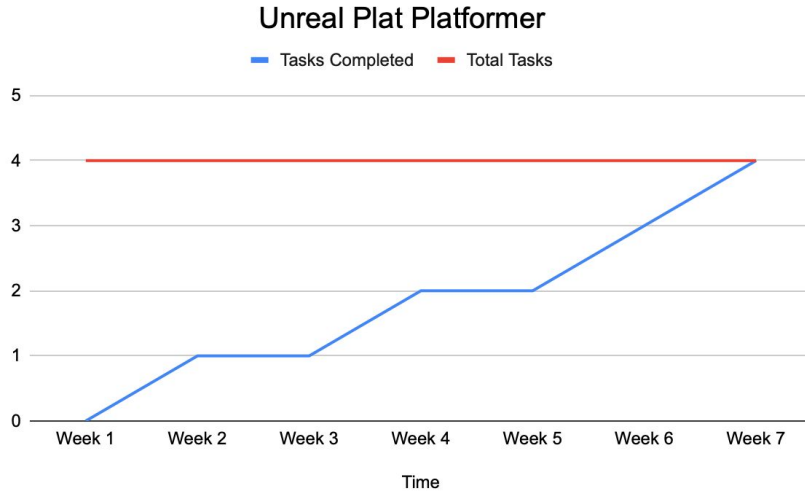
- ★ 2D Platformer with a Fantasy Theme Map
- ★ Dynamic character movement
- ★ Unique Enemy and AI
- ★ Engaging Environment

What has changed...

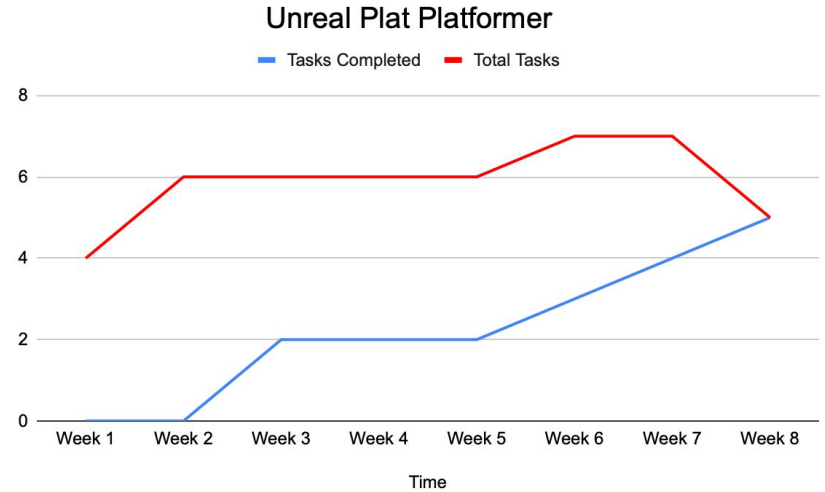
- ★ Power ups have not been implemented into the level for the characters to use
- ★ Simple Functionality for some Enemy AI
- ★ No bullets that shoot across the screen

Midterm Timeline v.s Final Timeline

Midterm Timeline



Final Timeline



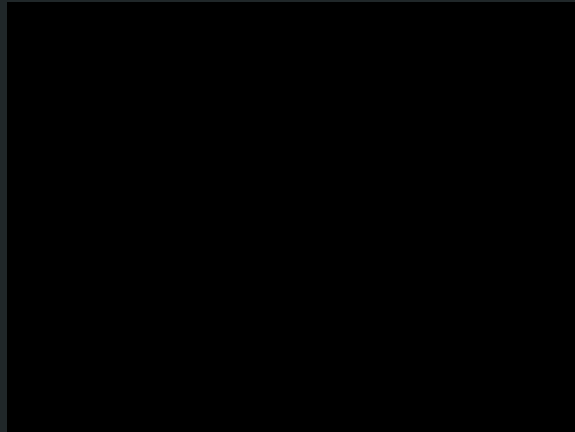
Challenges and Difficulties

- ★ Random File Scheduled Deletions
- ★ Time Management
- ★ Underestimating Scope Of This Project
- ★ Difficulty with Implementing Enemy AI
- ★ Hardware requirements

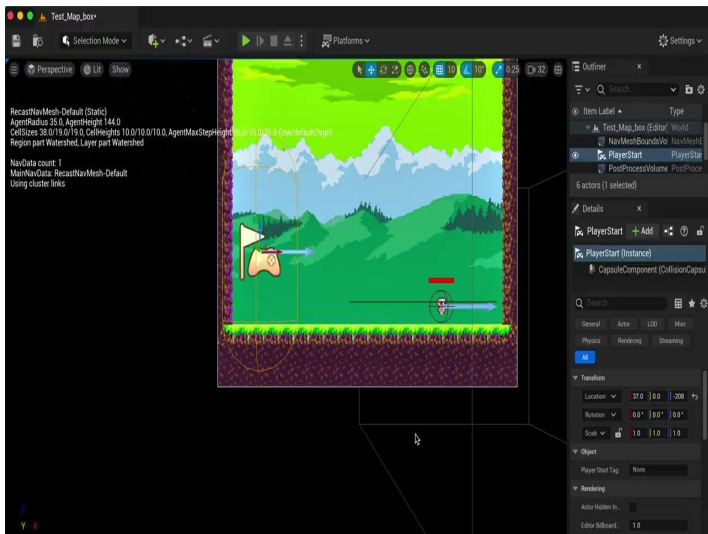
Enemies that we wanted to include in the game



Demonstration of Final Product



Skeleton AI Movement



Deceased AI Death

