

Tools:

Unreal Engine version: 5.2.1

Visual Studio version: 2022

God's help

Instructions:

- Clone github repo
- Pray that all the necessary Visual Studio components are already installed (only with God's help you can find out what exactly it is missing).
- Open a project through Unreal Engine
- Select Main Menu map
- Press Play

Build Instructions:

- Platforms -> Windows -> Package Project

Here's the list of futures implemented:

- Added random points (400-600) given for kill so it won't look so boring (what's the sense of getting 500 points if you ALWAYS get 500 points? It's just 2 additional zeros in this case)
- Added medkit actor on scene (small glowing cube). It's activated after collision with player if player has less than 100hp and gradually heals player and then destroyed.
- Added medkit spawner (not working)
- Added medkit sound
- Added automatic deletion of collision area on enemy's death. Previously after his death the enemy continued to deal damage until he was destroyed.
- Added enemy death sound.
- Added explosion when killing an enemy – affects player and enemies by impulse physics.
- Added gradual disappearance of enemy corpse.
- Added sounds of taking damage. The sounds are played every time the enemy takes damage, but stop when the player dies.
- Added an increase in the number of opponents over time.
- Added main menu
- Added mouse to main menu
- Added main menu music
- Added gameplay music
- Added a defeat screen
- Added mouse to main menu
- Added options menu
- Added hardcore mode (not working)

Known issues:

- Medkit Spawner is not working. I used same method as we used for enemy spawn. Probably should create separate spawn area instead of using enemy spawn area.
- 2D sound for main menu is not looping (it's okay, but can be changed same way I did for game mode)
- Keep being damaged after death (does not affect gameplay but shown in messages – could be disabled in blueprints)
- Using medkit with high level of HP (for example 90) can lead to OVERHEALTHING (More than 100Hp). Wanted to delete it, but medkits are not spawning so let it be a little bonus to the player.
- Hardcore mode is not working. It should change the game so every 10 second it would be added 6 more enemies instead of 2. But I started to implement this feature too late so I messed up it a bit. As I understand now I should just use Instance to store bool on/off there and use it in enemy spawner. But I went the hard way with 'Cast To' at first so it's not working still.
- Player can go out of the level if he's lucky enough. To do this you should stand on the medkit and kill enemy to the right of you. Explosion might kick you out of the level.
- Enemies can be kicked out of the level. If you kill an enemy while another enemy near the original enemy is in the air (because of spawning method) – the 'flying' enemy can fly out of AI controlled zone being affected by explosion. Pretty fun.
- Enemies can stuck on pillars. Does not affect gameplay.