Jonathan Lester

CIT 490

Dr. Mundell

March 28, 2022

Deliverable 6: Unreal Development Review Beginning of End

It is the beginning of the end. As mentioned in the last update, I added the textures to the remaining levels of the capstone project. In addition, I tested out the portal functionality and it works just as intended. I also fixed was the sprinting function because when you want your character to sprint, it would pump the brakes and mess up the controls a bit. So, I redesign the sprint functionality. What differs from the earlier update is that when you press or release the character, it either speeds up or slows down. It is a pleasant touch to move your character to make it more fun.

The following two weeks are where crunch time is now. By crunch time, I mean a deep update. I am talking about adding the particle system, new level layouts on the three levels, more unreal facts, and as for the custom actors, they are coming into the game as well. A possible big update is coming, and it shall be added in by the next deliverable.

URL: <https://github.com/gsnmaster75/CIT490_J_Lester.Capstone3.0>

Portfolio: <https://www.coroflot.com/JonathanLester/Unreal-Review-Game>

Game features:

* Ability to shoot in some levels✓
* Some puzzle segments during a level✓
* AI activity depending on the level situation
* Each level shall have its own set of instructions for the player to understand the controls.✓
* A way to either exit or return to level selector level ✓
* Particle system possible for certain actors – (starting in progress)
* Music and sounds - (In progress)
* UI Menu at start-up of the game (Main Menu)✓
* Custom-made actors – (starting in progress)
* Each level shall have a refresher of their segment of that college class. Ex. Like how a level works depending on what kind of level it is. – (In progress)

Preliminary Schedule(Tentative to change):

* Each 2 to 3 weeks during the semester, a level shall be created, test the level(prototyping during development), and optimize any issues or anything missing within the level.
* During the process of each level, I would test that feature during the making of the level to function correctly.
* Once all the levels and level selector are ready to be played, I will prepare the presentation of the whole game development process along with any sources I would refer to. This will be done with research and what I have learned from taking those classes.