Jonathan Lester

CIT 490

Dr. Mundell

April 11, 2022

Deliverable 7: Unreal Development Review Crunch Time

Ah, crunch time, the event where it separates the mice and the men to prepare for the storm ahead. The calm before the storm if you prefer. The update before the last update contains what’s been done in the past two weeks for this capstone project. I added the particle system of portals for the actors to make them look more realistic like something would pop up at the end of a level. I have also added more facts/instructions for the player to learn and understand.

The final two weeks are the conclusive progress of the capstone project. It’s been a long ride, but every road has an end. As earlier mentioned in the last deliverable, the level layouts are due for an update; add in the custom actors, music and sounds, AI, and any other polishing necessary in time for the presentation and PowerPoint to be finished.

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 - (Soon to be Final deliverable update)
* 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 – ✓
* Music and sounds - (Soon to be Final deliverable update)
* UI Menu at start-up of the game (Main Menu)✓
* Custom-made actors – (Soon to be Final deliverable update)
* 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. – (Soon to be Final deliverable update)

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.