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CIT 490

Dr. Mundell

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Deliverable 5: Unreal Development Review Update

Another update approaches with good news into good progress into this capstone project. As mentioned last time, I added the textures on a couple of levels to bring the game to life. The textures I went with were from the textures website in seamless textures. I picked a wooden texture as the wall texture in the level selection level, as well as the black-and-white floor tile as the floor texture for the player to make their way up to the selection. Another level I texturized is the rolling ball level to add the black tile texture as if it looks like one of them digital level layouts in a data stream. Besides the textures on some levels, I’ve added the sprint function and gave a little taste of making the level selector level more exciting. I’m hoping to offer little facts for them to learn and review.

The following two weeks are looking to be wrapping up texturing the remaining levels and adding in the layout level design on the three levels. In addition, I’ll continue to make the level selector more fun than right now. So, more parts of the game features shall be checked right off the list as accurately as possible for the unreal engine review game that’s made for any student to review in a fun way.

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

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 – (In development for this next two weeks)
* Particle system possible for certain actors
* Music and possible sounds - (In progress)
* UI Menu at start-up of the game (Main Menu)✓
* Custom-made actors
* 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 development)

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’ve learned from taking those classes.