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CIT 490

Dr. Mundell

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Deliverable 1: Unreal Development Review Plan

For this game I’m developing, I’ll be remaking some of the past unreal projects that are new, remade, and more lifelike than just bland unreal default colors. This project will be a mixture of Modeling/Simulation Development, Game Development II: 3D, and Computer Graphics for Gaming for the texture details. The game would start like a level selector inspired by a Crash Bandicoot game where the player would pick a level in any order they wish. Each level will mainly focus on a review of either a level based on simulation or based on 3D Game Development. At the end of each level, the player would have the option of either exit game or returning to selection to play another level.

URL: <https://github.com/gsnmaster75/CIT490_J_Lester.Capstone>

Game Name: Review Gauntlet: Unreal Edition

Genre: Mixed Review Genre based on the college classes

Similar source/games: For level selection will be inspired by Crash Bandicoot(Mainly Crash 2) and the levels shall be depending on the references on other games.

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
* Music and possible sounds
* 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.

Preliminary Schedule:

* 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.
* What I plan to do over the next two weeks is to start creating both the Main Menu, Level Selector and at least get the foundation of one of the three levels I plan to make as part of the Review Gauntlet.