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CIT 490

Dr. Mundell

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Deliverable 2: Unreal Development Review Progress

So, after the first two weeks of this project, I had to get a little feedback from my mentor on the stairway I’ve worked on. It wasn’t smooth as I hoped because I had actors for the walls along the stairs were a little jaggy. Therefore, I had the two options my mentor suggested to me. Either make it in Maya or adjust them to smooth them out. I decided to smooth them out by adjusting the scale of each piece of the stairway wall. Once I finished that, I had to add the last bit of the level selector level of the project. I had a slight GitHub issue with the repository in which I had to uninstall and reinstall the program with a brand-new repository. Transfer the files from the previous version to the newer version, and the issue is resolved. A new link to the repository is provided below.

The next two weeks from now is wrapping up the level selector. And as I begin to work on one of the three levels, I’ll need to start from scratch on one of the level games I made in the past and make it fresh. A new layout instead of the same old-fashioned content in the past. The Game Features and Schedule below will be up to date in each deliverable I do as a checklist. In addition, the main menu shall be added to it for the player to start playing the game.

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
* 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(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.