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CIT 490

Dr. Mundell

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Deliverable 3: Unreal Development Review Update

For this update, I managed to add another level from another project via migration from one project to another. I had the main capstone project outside of GitHub as a backup in the event of any issues. Therefore, I had a little trouble migrating the level from one project to another. After that slight issue, I added some light within the level selector level that part of the stairway is partly dark. That would cause the player to have trouble getting up there to pick a level. Speaking of level picking, I was able to use the box trigger within the level blueprint to work. While I got the level migrated, I cleanse out most of the level in preparation for a brand-new layout. I also migrated the main menu as a UI interface and tested if it still functions.

The following two weeks are now time to pick up the pace of this project. In addition, to migrate the other two levels, I also need to go ahead and start adding in some textures for a particular theme and for the player to be able to read the text of information.

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.