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CIT 490

Dr. Mundell

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Deliverable 4: Unreal Development Review Midpoint

So, we’re at the midway point of this project. I honestly didn’t think I’d been working on this project for half of the semester, yet here we are. So, here’s the lowdown on this deliverable update. I migrated the other two levels into the game project and since then; I was even able to manage and adjust the actors, so it’ll work to transfer the player from point A to point B. The only level layout change I made was for the rolling ball level of the game. That way, I’ll start almost from scratch. As for the other level, I left it the way it is right now and plan to extend from there.

With the halfway point reached this semester, I’m likely to be halfway there for the project. As far as backup, in case one of the levels isn’t finished, I may have to cut short depending on the time left in the semester. Therefore, in the next two weeks from now, the remake development and textures will follow along. In addition, my mentor brought up in a past deliverable that the main level selector is lacking excitement. So, I’ll have to make it as exciting as I can make it to be.

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.