Exposé

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Motivation

- Inspired by Artificial Intelligence System class
    - → Mr. Anthony as my supervisor😁

- Through programming a 2D game in Phaser Engine
    - → Move forward: 3D game

- Let myself get closer to the gaming world
- Getting into the game development industry

Why Game Dev

- Challenging but fun
  - understanding how to work with the tools and learning how to think about what makes a game fun
  - picking up new technologies and frameworks or shifting our mindsets to better understand client demands

- Increase my skill set
  - C++, DirectX, HTML5

- Come out with an impressive game at the end
  - All the energy spent become worth it

Why Unreal Engine 4

- U3D is hard
  - C# ☹

- Used in a wide industries
  - Interior design, car showroom, VR, movie industry

- Easy to get started
  - Blueprint, then dive deeper into C++

Why Pixel Streaming

- Real-Time Communication
  - WebRTC

- Standard web technologies
  - Node.js, JavaSrcipt
  - Have a deeper knowledge of what we talked in the AIS class

- Deeply learn the principles inside the pixel streaming

- Use Pixel Streaming to do a small 3D game

Objective/Outline

- Learn how to use the engine
    - Start with blueprint
    - C++
- Stream the project to the web client
- Learn the principles of pixel streaming
    - including the necessary web technologies
- Do a project using pixel streaming
    - Custom HTML
    - Modelling in UE4
- Wrote the Bachelor Thesis

Meaning

- My effort will pay off and get a complete project
- Acquire proficiency in UE4
- Review C++
- Better understand web knowledge
- ...and so on

- I will graduate successfully

Thank you