

Bullet Blitz

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October 24, 2023

Motivation

Motivations:

- An enjoyment of classic arena shooters
 - Doom
 - Quake
- Movement is restricted in modern shooters

Technology

Technology used:

- Unreal Engine 5
 - Base engine for the game
- Ultimate Doom Builder
 - Map models
- Blender
 - Weapon models
 - Weapon animations
 - Changing map file formats

Project Goals

Goals:

- Networking
 - Hit detection
 - Minor desync among clients
- Multiple maps
 - Works well with movement system
- Multiple weapons

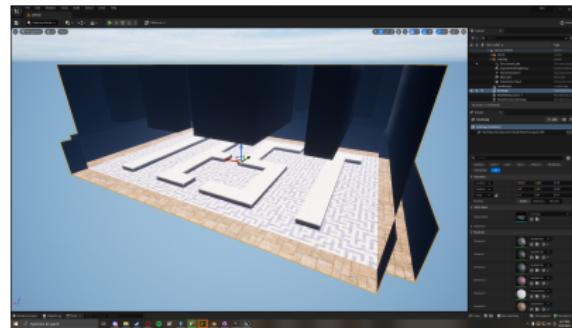
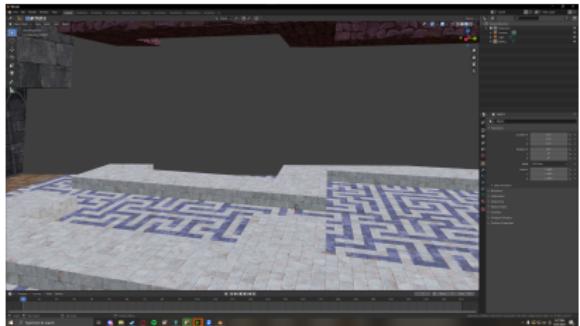


Map Creation Pipeline

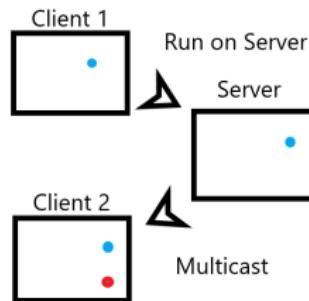
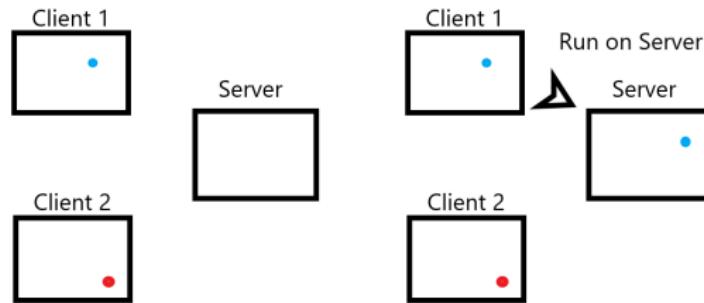


- Made in Ultimate Doom Builder
- Exported into an .obj file
- Import the .obj file into Blender
- Export as FBX file
- FBX imported into Unreal
- Unreal converts to a uasset model

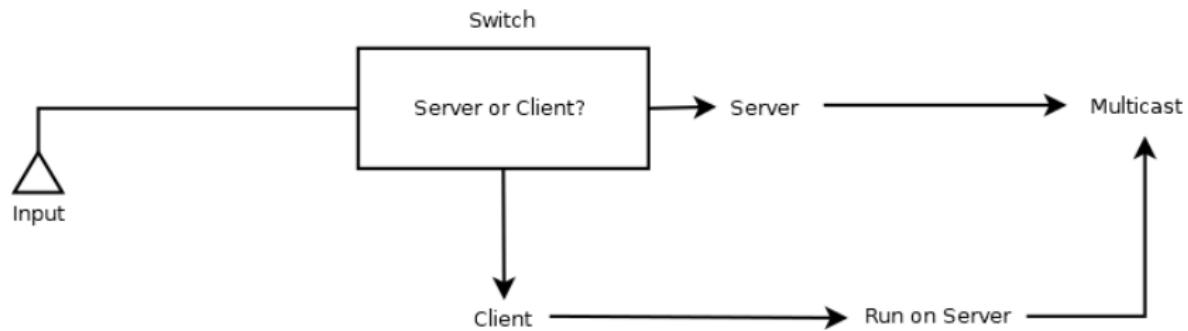
Test Maps



Networking



Networking



Demo

Difficulties

Challenges:

- Networking
- Various weapon related bugs
- Hit detection on self

Future Goals

Goals:

- Non-local networking
- Player scores and win conditions

Any Questions?

Questions?

Comments?

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