

Bullet Blitz

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Motivation

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

Technology

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

Project Goals

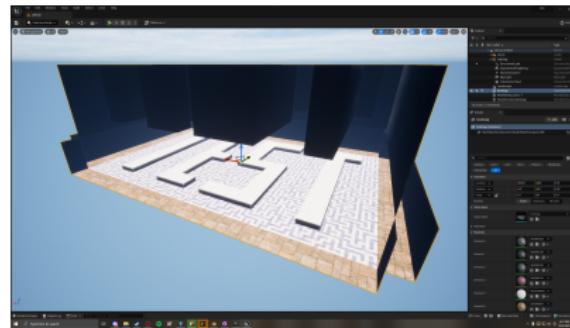
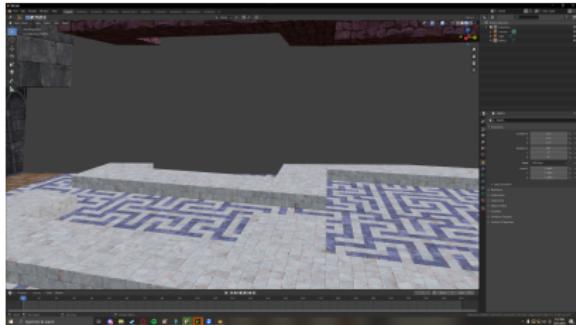
- Networking
 - Hit detection
 - Minor desync among clients
- Multiple maps
 - Works well with movement system
- Multiple weapons

Map Creation Pipeline

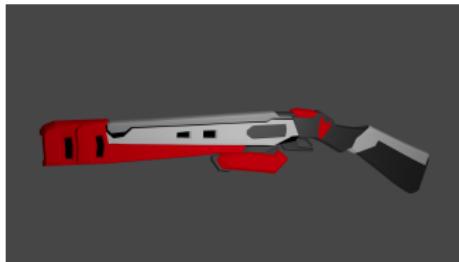


- Made in Ultimate Doom Builder
- Exported into an .obj file
- Import the .obj file into Blender
- Export as FBX file
- FBX imported into Unreal
- Unreal converts to a uasset model

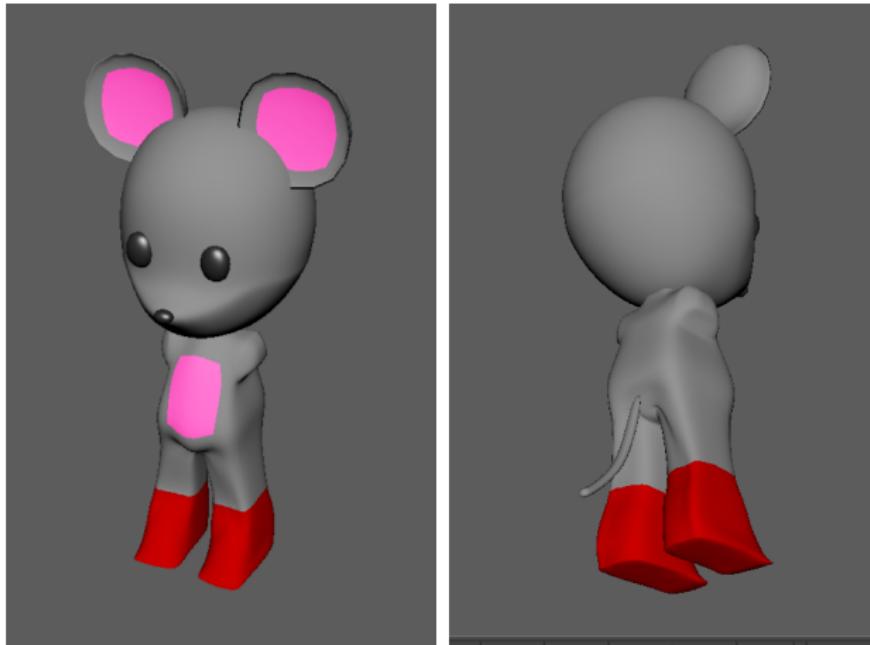
Test Maps



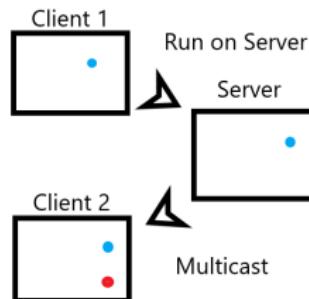
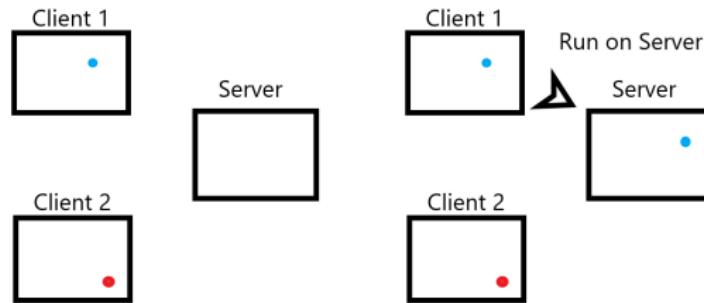
Weapon Models



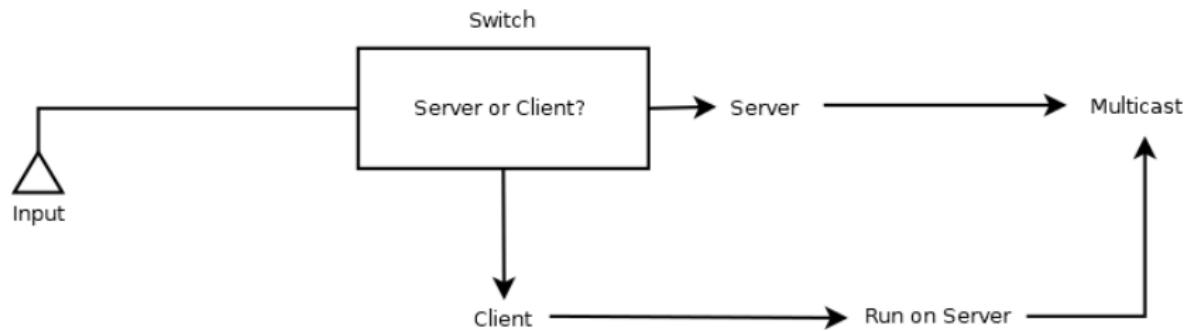
Character Model



Networking



Networking



Demo



Difficulties

- Networking
- Various weapon related bugs
- Designing issues on the Rat Model

Future Goals

- Player scores and win conditions
- Adding textures to Rat model and trying to smooth the design.
- General clean up of debugging and quality of life improvements.
- Finishing the second map.

Any Questions?

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