

Bullet Blitz - A multiplayer shooter built in Unreal Engine 5

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ABSTRACT

Bullet Blitz is a multiplayer first-person shooter (FPS) game where players assume the roles of intelligent rodents armed with an array of weapons. This game is developed by a collaborative team comprising Victor Gasior, Blade Johnson, Andrew Newbill, and Lucky Woods. This project aims to deliver an interesting gaming experience built on Unreal Engine 5. Bullet Blitz is meant to engage players in a fast paced FPS game with a emphasis on fast movement and action-packed matches. Players will fight eachother intricate maps, find weapons, and eliminate other opponents to score points.

Our primary objectives are centered on the core basic gameplay mechanics and backend systems. The highest priority areas include implementing robust networking capabilities for seamless multiplayer interactions, creating a reliable damage handling system, tracking player kill counts, and spawning and respawning systems to keep the action moving.

In the middle tier of our project's priorities, we will focus on refining the base gaming experience. This entails developing a user-friendly game User Interface (UI), configuring weapon spawning mechanics, at least one unique map made, different ways to interact with the game enviroment from player movement, and crafting intricate code for a variety of weapons, including Rocket Launchers, Pistols, Dual Pistols, Rifles, and Shotguns.

Beyond the core gameplay elements, Bullet Blitz will boast a retro shooter aesthetic. Although lower on the priority list, our team plans to introduce rodent themed player models, UI elements such as a unique title screen and pause menu, user customization settings for players to modify the button layout for their own personal play style such as inverted controls or changing button placements, and multiple unique playable maps to where the players can use the enviroment to their advantage.

Author Keywords

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1. INTRODUCTION

Bullet Blitz is a multiplayer first person shooter (FPS) game project made with Unreal Engine 5. The game is an arena shooter where all of the players are placed in an arena as rodents going around jumping around the maps at high speeds and shooting at each other with different unique weapons that spawn around the map. The core gameplay and idea for the game was inspired by many classic arena shooters, but the main influence was from Quake.

The Developers of the game are: Victor Gasior, Blade Johnson, Andrew Newbill, and Lucky Woods. The primary goal of the the project is to not only be functionally sound with minimal issues, but to feel enjoyable to play. This led to the game being separated into three important categories of focus: core gameplay, networking, and the user experience. Gameplay will go over core concepts of the game such as weapons, movement, and map design. Networking will go over how the players will be able to play together and how said players will interact. User experience will go over the interface the players will be seeing constantly along with settings for a player to have their own preferred play style.

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