

Bullet Blitz

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Motivation

- To make a Classical FPS shooter game with inspiration from the game Quake as there have been a lower amount of arena shooters compared to the past couple decades.
- The idea of the game is to have players be rodents like mice fighting each other with different kinds of weapons and jumping around the map.



Technology

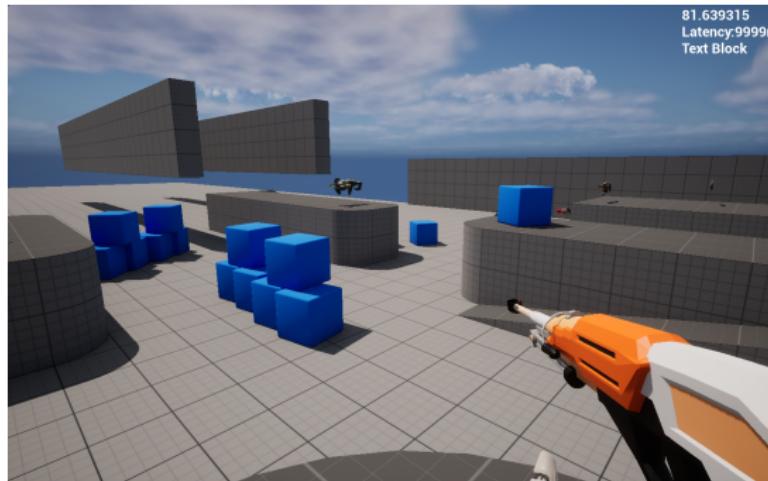
Technology used:

- Unreal Engine 5: Used for the creation of the overall game.
 - Ultimate Doom Builder: Used to create the maps used.
 - Blender: Used to make the weapons used in the game along with helping import the maps.



Project Goals

- Networking testing to where players will be able to play together from different devices on the same server.
- Multiple weapons and Maps Available to the players.
- AI enemies available to substitute for players.

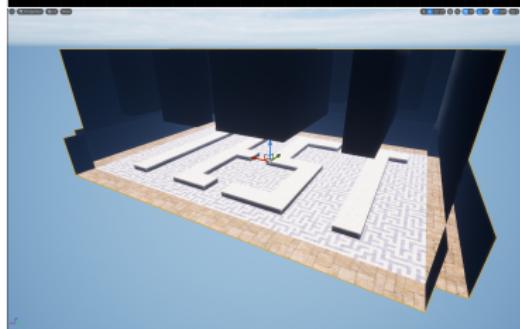
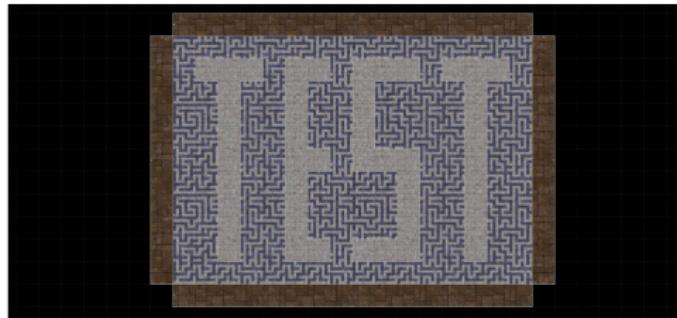


Map Creation Pipeline



- The maps are made in Ultimate Doom Builder (UDB), they are exported into a .obj file.
- We import the .obj file into Blender, where we exported from Blender as an FBX file.
- Finally, the FBX file can be imported to UE as a model.

Test Maps



Demo

Demo of the player in the game environment.



Difficulties

Challenges:

- Networking has been a bit of a challenge to have work from different devices currently.
- Had minor spawning issues for weapons with certain maps.
- Sound not working on some of the weapons on certain maps.

Accomplishments

Accomplished:

- The maps are working
- Base Game play is accomplished for player control, shooting, and hit registration.
- Different weapons and maps made.
- Progress made on the Network Tests.

Future Goals

Goals:

- Fix the current issues we have difficulty with.
- Creation of the rodent character models.
- Work more on character respawning.
- Develop the enemy AIs.

Any Questions?

Questions?

Comments?

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