

# Bullet Blitz

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# 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

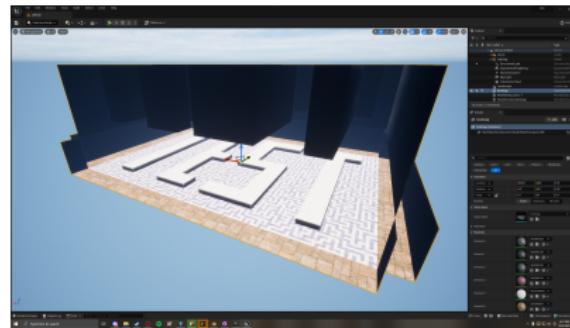
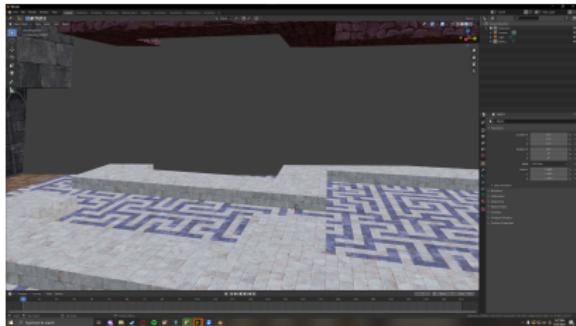


# Map Creation Pipeline



- 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



# Demo

# Difficulties

## Challenges:

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

# Accomplishments

Accomplished:

- Maps have lighting and collision
- Players are mostly functional
- Different weapons
- Controller support

# Future Goals

Goals:

- Non-local networking
- Character models
- Player death and respawning
- Bug fixes

# Any Questions?

Questions?

Comments?

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