

Bullet Blitz

Victor Gasior, Blade Johnson, Andrew Newbill, and Lucky Woods

UT-Martin

October 2, 2023

Motivation

Motivations:

- 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

Goals:

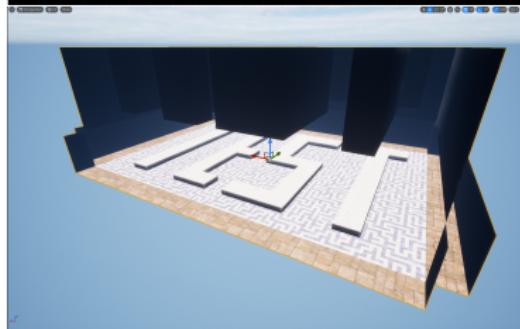
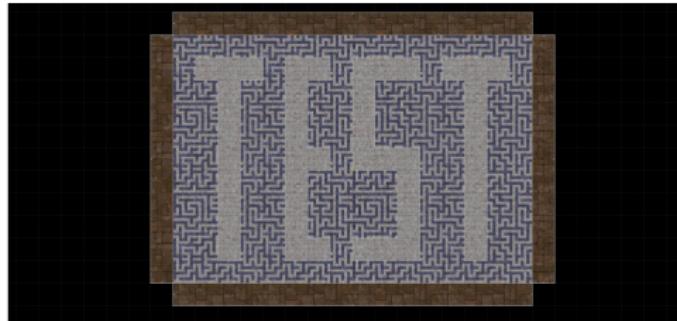
- Networking testing to where players will be able to play together from different devices on the same server.
- Multiple weapons and Maps Available to the players.
- AI enemies available to substitute for players.

Map Creation Pipeline



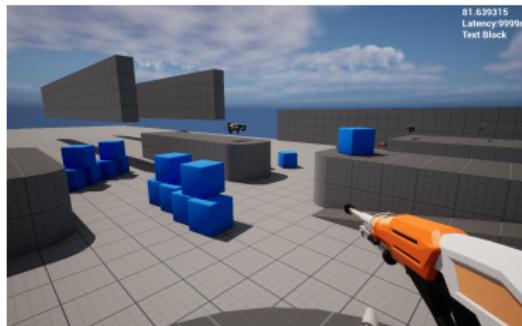
- The maps are made in Ultimate Doom Builder (UDB), they are exported into a .obj file.
- We import the .obj file into Blender, where we exported from Blender as an FBX file.
- Finally, the FBX file can be imported to UE as a model.

Test Maps



Demo

Demo of the player in the game environment.



Demo

Demo of the player in the game environment.

Watch the video on YouTube

Any Questions?

Questions?

Comments?

Contact Info:

- ① Victor Gasior: vicagasi@ut.utm.edu
- ② Blade Johnson: davbjohn@ut.utm.edu
- ③ Andrew Newbill: andjnewb@ut.utm.edu
- ④ Lucky Woods: lucjwood@ut.utm.edu