

Bullet Blitz

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September 26, 2023

Motivation

Background

- ① Enjoyment of video games such as Quake, Doom, and Unreal Tournament
- ② Movement mechanics are underutilized in most shooters

Technology

Technology used:

- ① Unreal Engine 5: Used for development of the game.
- ② Ultimate Doom Builder: Used for development of the maps.
- ③ Blender: Used for the making of the weapons in the game.

Project Goals

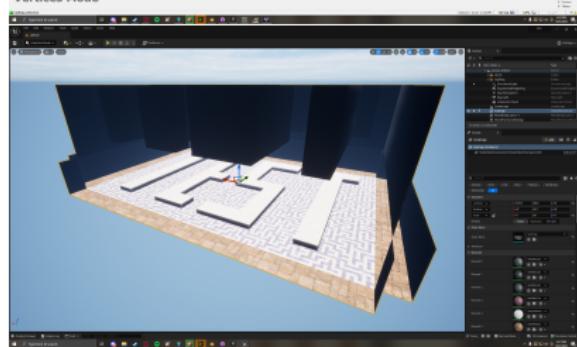
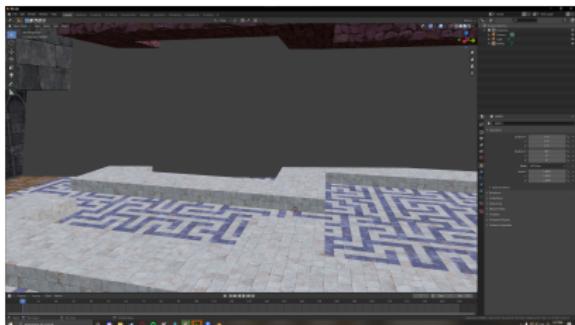
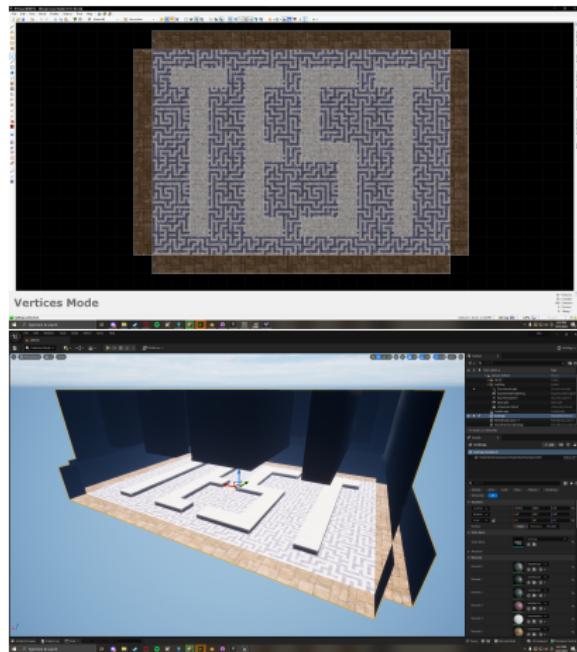
We are wanting to make the base game with the basic gameplay working along with network connections for at least one other player to connect with the same server and a couple different maps and weapons. Goals are more weapons, more players, and possibly more unique movement for the players.

Map Creation Pipeline



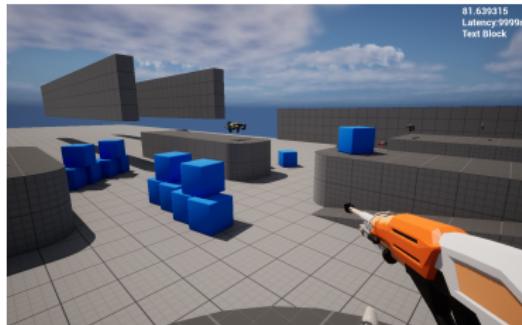
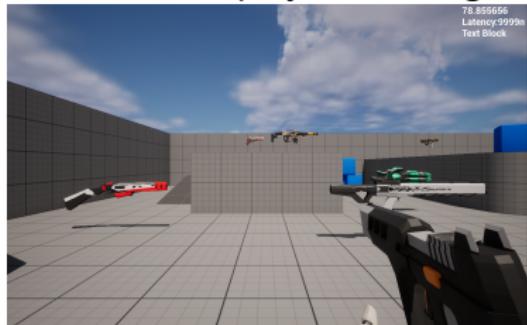
The maps were initially made in Ultimate Doom Builder (UDB), a program meant to make Doom 2 (1994) maps. UDB supports exporting as a 3D model, however it is not properly set up for smooth importing into the Unreal Engine. In order to fix this, we imported the .obj file exported by UDB into Blender, where we then exported from Blender as a 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.



Family Tree Knowledge Base

Facts:

Verbatim is a great way of enumerating code/algorithmic ideas.

How to include images

Social Network Graph

Minipages are a great way to

Line up side-by-side content.

Results

Describe any results of your work here.

Things that worked?

Things that didn't work?

Conclusions

Some bullet points here to wrap things up.

Any Questions?

Questions?

Comments?

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