

Bullet Blitz

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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 project aims to deliver a joyful gaming experience built on Unreal Engine 5. Bullet Blitz is meant to engage players in a fast paced FPS game with an emphasis on fast movement and action-packed matches with the large array of weapons at the players disposal. Players will fight each other or AI enemies on intricate maps, find weapons, and eliminate other opponents to score points. The goal of the game is to deliver a fun enjoyable experience reliving the days of classical FPS games.

Our primary objectives center on refining core gameplay mechanics and back-end systems to ensure a seamless gaming experience. This includes networking capabilities for multiplayer interactions, reliable damage handling, and efficient spawning systems to keep the action flowing smoothly. Beyond core gameplay elements, Bullet Blitz features a retro shooter aesthetic with rodent-themed player models and unique UI elements. Multiple kinds of maps will be available for players to utilize as they will move around and take advantage of the unique environments to win. There are a plethora of different weapons for the players to use to fight each other with such as pistols, rifles, shotguns, disc launchers, rocket launchers, and more unique kinds of weapons for the different kinds of play styles. The different weapon types are to be refined for a fair and balanced game, along with eye catching animations to them. Other basic shooter related requirements will be in the game as well.

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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. We have put our focus into making sure the game runs as smoothly as possible and put in as much as possible to make it like many classical arena shooters of the past. The game is separated into four important categories of focus: core gameplay, networking, Artificial Intelligence (AI), and User Interface design along with

customizable settings. 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. Artificial Intelligence part of the paper will go over how the enemy AI's will be controlled to act similarly to a player. User Interface 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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