

SIGCHI Conference Proceedings Format

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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 game is developed by a collaborative team comprising Victor Gasior, Blade Johnson, Andrew Newbill, and Lucky Woods. This project aims to deliver an interesting gaming experience built on Unreal Engine 5. Bullet Blitz is meant to engage players in a fast paced FPS game with a emphasis on fast movement and action-packed matches. Players will fight eachother intricate maps, find weapons, and eliminate other opponents to score points.

Our primary objectives are centered on the core basic game-play mechanics and backend systems. The highest priority areas include implementing robust networking capabilities for seamless multiplayer interactions, creating a reliable damage handling system, tracking player kill counts, and spawning and respawning systems to keep the action moving.

In the middle tier of our project's priorities, we will focus on refining the base gaming experience. This entails developing a user-friendly game User Interface (UI), configuring weapon spawning mechanics, at least one unique map made, different ways to interact with the game enviroment from player movement, and crafting intricate code for a variety of weapons, including Rocket Launchers, Pistols, Dual Pistols, Rifles, and Shotguns.

Beyond the core gameplay elements, Bullet Blitz will boast a retro shooter aesthetic. Although lower on the priority list, our team plans to introduce rodent themed player models, UI elements such as a unique title screen and pause menu, user customization settings for players to modify the button layout for their own personal play style such as inverted controls or changing button placements, and multiple unique playable maps to where the players can use the enviroment to their advantage.

Author Keywords

Authors' choice; of terms; separated; by semicolons; include commas, within terms only; this section is required.

1. INTRODUCTION

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On each page your material should fit within a rectangle of 7 × 9.15 inches (18 × 23.2 cm), centered on a US Letter page (8.5 × 11 inches), beginning 0.85 inches (1.9 cm) from the top of the page, with a 0.3 inches (0.85 cm) space between two 3.35 inches (8.4 cm) columns. Right margins should be justified, not ragged. Please be sure your document and PDF are US letter and not A4.

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Your paper's title, authors and affiliations should run across the full width of the page in a single column 17.8 cm (7 in.) wide. The title should be in Helvetica or Arial 18-point bold. Authors' names should be in Times New Roman or Times Roman 12-point bold, and affiliations in 12-point regular.

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Please use a 10-point Times New Roman or Times Roman font or, if this is unavailable, another proportional font with serifs, as close as possible in appearance to Times Roman 10-point.

Name	Test Conditions		
	First	Second	Final
Marsden	223.0	44	432,321
Nass	22.2	16	234,333
Borriello	22.9	11	93,123
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Table 1. Table captions should be placed below the table. We recommend table lines be 1 point, 25% black. Minimize use of table grid lines.

Other than Helvetica or Arial headings, please use sans-serif or non-proportional fonts only for special purposes, such as source code text.

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On pages beyond the first, start at the top of the page and continue in double-column format. The two columns on the last page should be of equal length.

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Use a numbered list of references at the end of the article, ordered alphabetically by last name of first author, and referenced by numbers in brackets. Your references should be published materials accessible to the public. Internal technical reports may be cited only if they are easily accessible (i.e., you provide the address for obtaining the report within your citation) and may be obtained by any reader for a nominal fee. Proprietary information may not be cited. Private communications should be acknowledged in the main text, not referenced (e.g., “[Borriello, personal communication]”).

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Place figures and tables at the top or bottom of the appropriate column or columns, on the same page as the relevant text (see Figure ??). A figure or table may extend across both columns to a maximum width of 17.78 cm (7 in.).

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The paper may be accompanied by a short video figure (we recommend staying within five minutes in length). However, the paper should stand on its own without the video figure, as the video may not be available to everyone who reads the paper.

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When possible, include a vector formatted graphic (i.e. PDF or EPS). When including bitmaps, use an image editing tool to resize the image at the appropriate printing resolution (usually 300 dpi).

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- Try to avoid long or complex sentence structures.
- Use common and basic vocabulary (e.g., use the word “unusual” rather than the word “arcane”).
- Briefly define or explain all technical terms that may be unfamiliar to readers.
- Explain all acronyms the first time they are used in your text—e.g., “Digital Signal Processing (DSP)”.
- Explain local references (e.g., not everyone knows all city names in a particular country).
- Explain “insider” comments. Ensure that your whole audience understands any reference whose meaning you do not describe (e.g., do not assume that everyone has used a Macintosh or a particular application).
- Explain colloquial language and puns. Understanding phrases like “red herring” may require a local knowledge of English. Humor and irony are difficult to translate.
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- Be careful with the use of gender-specific pronouns (he, she) and other gendered words (chairman, manpower, man-months). Use inclusive language that is gender-neutral (e.g., she or he, they, s/he, chair, staff, staff-hours, person-years). See the *Guidelines for Bias-Free Writing* for further advice and examples regarding gender and other personal attributes. Be particularly aware of considerations around writing about people with disabilities.
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12. ACKNOWLEDGMENTS

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