

Bullet Blitz

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

UT-Martin

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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
 - Changing map file formats

Project Goals

Goals:

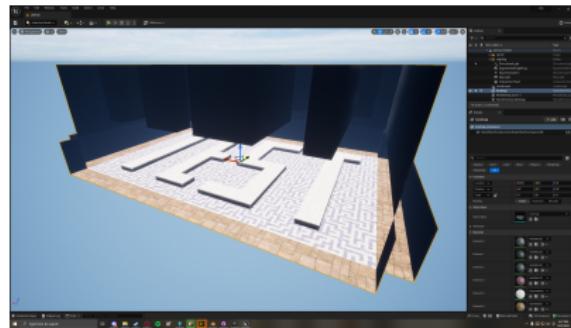
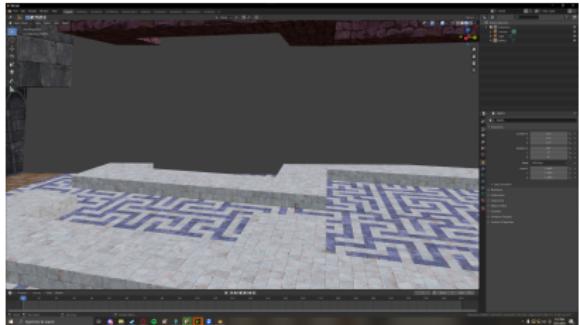
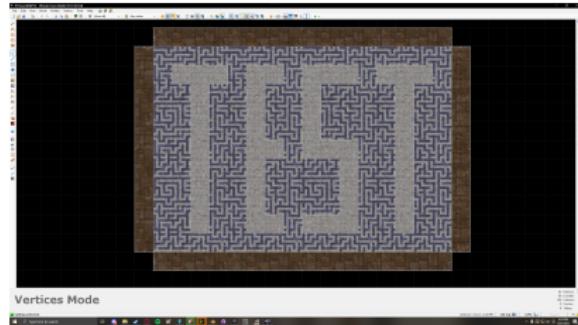
- Networking
 - Hit detection
 - Minor desync among clients
- Multiple maps
 - Works well with movement system
- Multiple weapons

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

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