

Bullet Blitz

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

UT-Martin

September 25, 2023

Motivation

List some of your motivations here!

- ① FPS shooter game with inspiration from the game Quake
- ② The idea of the game is to have players be rodent like animals like mice fighting each other with different kinds of weapons and jumping around for more movement.

Main inspiration was to make an arena shooting game like Quake. The animal part was part of a group joke..

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 creatures. AI enemies we will wait and see on.

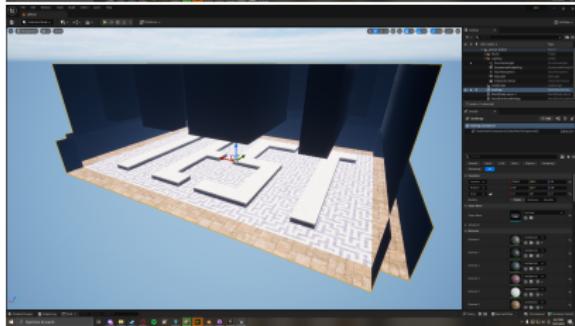
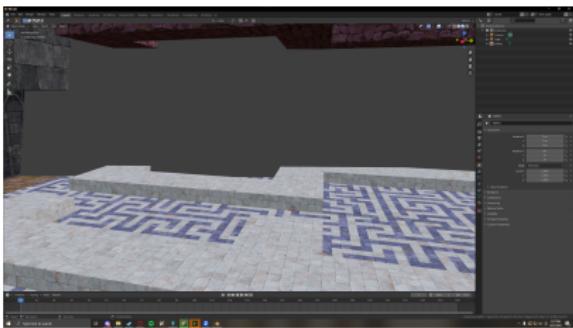
Map Creation Pipeline



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.



Vertices Mode



Family Tree Knowledge Base

Facts:

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

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?

Further project/author information:

