



Archimedes' Maze

Final Year Project



Project Concept

- Designed a video game for my final project.
- Game built on the Unreal Engine
- Groundwork for a physics based puzzle game



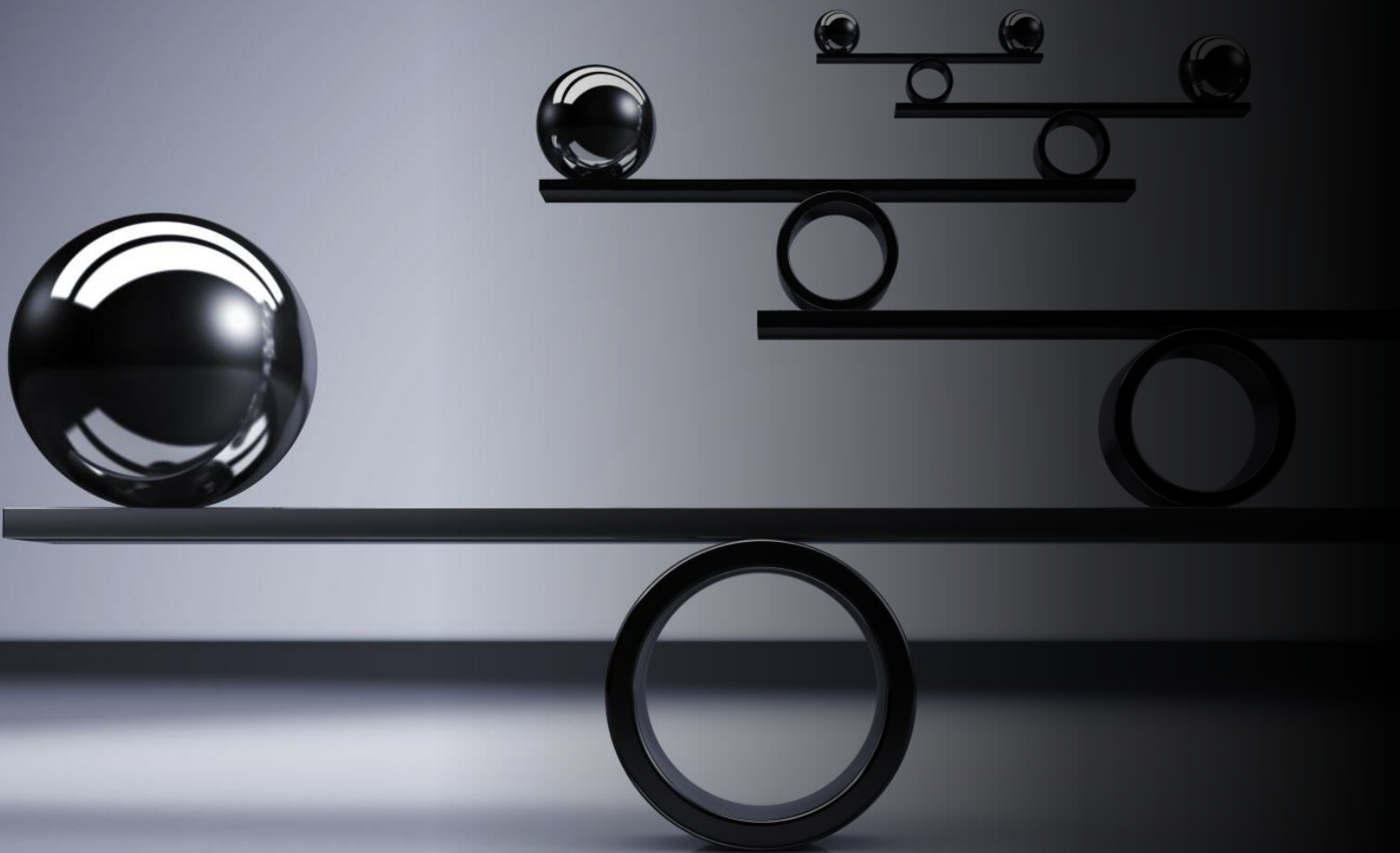
Software Used

- Git
- Jira
- The Unreal Engine
- Blender

Why the Unreal Engine?

- Uses C++ for fast execution of code.
- Allows for detailed memory management.
- Supports photorealistic graphics.





Results

- Created reusable classes
- Saving and loading system added
- Player movement controls implemented
- Main and pause menu