

Spider-Man

Project Summary: Using Unreal Engine, C/C++, and Pendulum Motion, I made a game recreating the web-swinging, web-zipping, and wall-crawling of Spider-Man in a smaller fashion without any fight actions or animations.

Project Purpose: I made this computer game just to test my knowledge of programming, animation creating, and physics knowledge. Though this was built for a project in AP Physics 1, I did continue to work on this project even after I submitted it to my teacher.

Process: I first started by creating a basic 3D world in Unreal Engine and made sure that I can switch the camera view between 1st and 3rd person points of view. I then imported a base model of New York City that I found online. I found a premade design instead of creating my own as I am not the best at graphic design. I hope to learn how to make my 3-Dimensional City designs in the future. Next, I imported the mesh of the Spider-Man costume on the base figure provided by Unreal Engine but made some small touch-ups in Blender. In Blender, I created animations of swinging, jumping, zipping, and crawling. In the end, I just made some final additions like a small game manual in the corner of the screen, and then exported my work.

Takeaways: I feel that this project was super fun. Though it did take a long time, I got to test a lot of my knowledge about programming, graphic design, and physics. If I did this project again, I would try to add some additional characters into the game so that users would have a choice on who to play with. I plan to add to this game whenever I am inspired to add unique components that make the game better and improve my skills.

