Project Specifications

Overview

This game is a term school project. It is made in Unreal Engine 5. I started it 4 weeks ago so it's far from over.

Controls

Move Character	- **Keyboard and Mouse**
	  ○ WASD
	- **Gamepad**
	  ○ Left Thumbstick

Move Camera	- **Keabord and Mouse**
	  ○ Mouse Axes
	- **Gamepad**
	  ○ Right Thumbstick

Jump	- **Keyboard and Mouse**
	  ○ SpaceBar
	- **Gamepad**
	  ○ Face Button Bottom

Roll	- **Keyboard and Mouse**
	  ○ Left Shift
	- **Gamepad**
	  ○ Face Button Right

Attack	- **Keyboard and Mouse**
	  ○ Left Mouse Button
	- **Gamepad**
	  ○ Right Shoulder

Lock/Unlock Target	- **Keyboard and Mouse**
	  ○ TAB
	- **Gamepad**
	  ○ Right Thumbstick Button

Equip Weapon	- **Keyboard and Mouse**
	  ○ E
	- **Gamepad**
	  ○ Face Button Up

Implemented Systems

Here are some systems that I implemented in my project

Targeting Component	Component that allows the player to lock on an enemy. The camera's and mesh's rotation are updated to face th elocked target.
State Machine	Manage the owner's states and how their transitions work.
AI Virtual Eyes Component	Component that simulates the sense of sight.
Weapon Manager	Manage all the weapon placed in the world and use a pooling system to make it all easier.