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Game Description

What is the main action in the game?

The Game is the same Chips Game that we made in SWEN225, although the perspective is in 3rd person. Main action of the game is navigating around a maze-like map in a third person view to collect the chips around the game in order to unlock the portal at the end.

What was the hardest part of the game to get working in Unreal?

Hardest part is the movement as it was the first part that I did, after doing it, I was able to achieve a basic idea on how to use unreal engine. Interaction and UI was also hard to implement but the final product was worth it.

What is the most interesting part of the game?

Interesting part of the game is the whole game itself; it was interesting to make the game from a scratch. The creation of C+ node, UI, Interaction, Movements and all the other components interacting with each other are all interesting.