SURVIVOR 2050

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SURVIVOR 2050 is a first person action game. The player is a girl trapped in Joker's evil research facility inside the test lab and she must find a way to escape from Joker. She is given a special gun which can open up **PORTALS** but must be charged from time to time with the help of batteries scattered through the level. She must also find her way around obstacles such as fire pits, pools, bombs and electric regions which reduce her health, while remaining unseen by the guards. The game is divided into three levels, basic, intermediate and advanced upon clearing which the player wins the game.

How PORTALS work?

Portals are gateways through which the player can teleport from one place to another.

The bullets fired using the Portal Gun upon coliding with walls or other objects generates the Orange & Blue portals for going in and coming out respectively.

Level 1: Into the Lazarus Pit

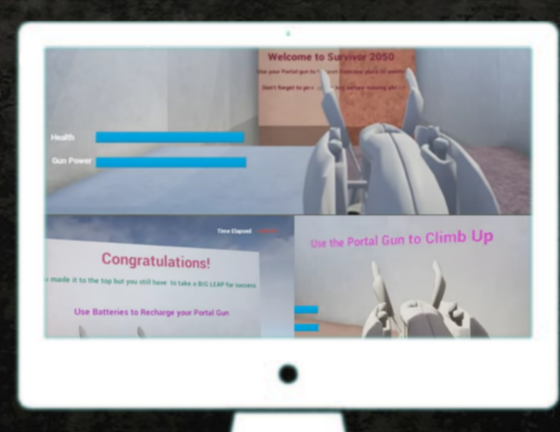
Basic Level to introduce the player to gameplay and controls.

Level 2: Learning to Survive

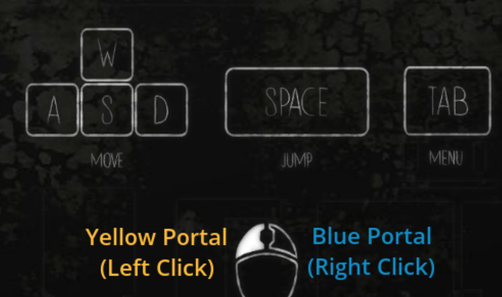
Advanced Level with increased number of challenges.

Level 3: The Ultimate Showdown

Final Level with complex implementation of previous level logics.



Game Controls



Tools Used

UNREAL ENGINE

Course Name : SER 598 - Game Engine Architecture
Faculty : Dr. Ashish Amresh