

Adventures of The Cave



GAM537 - Assignment 2

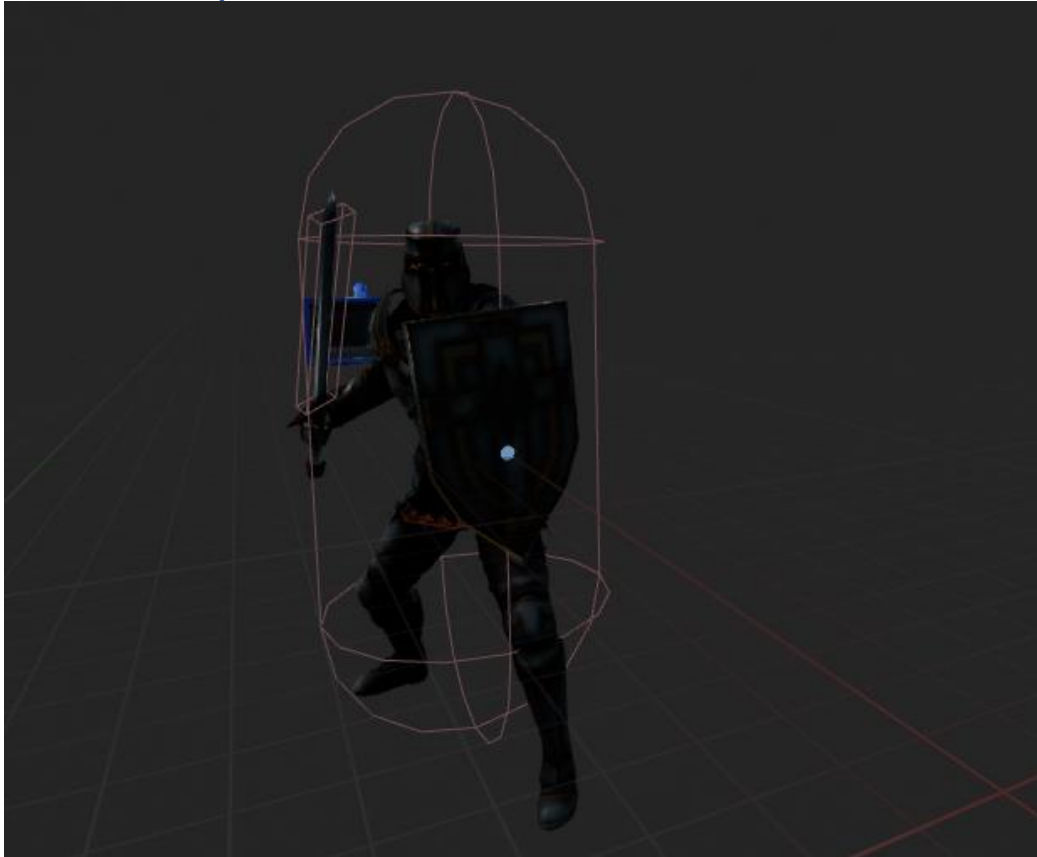
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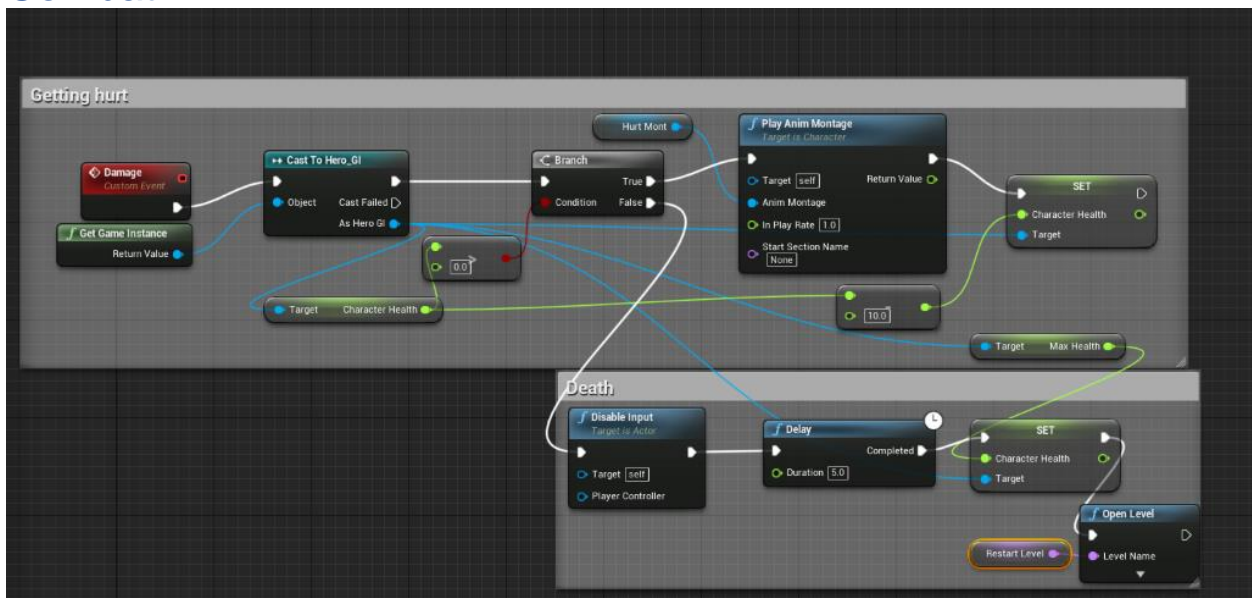
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Hero Blueprints

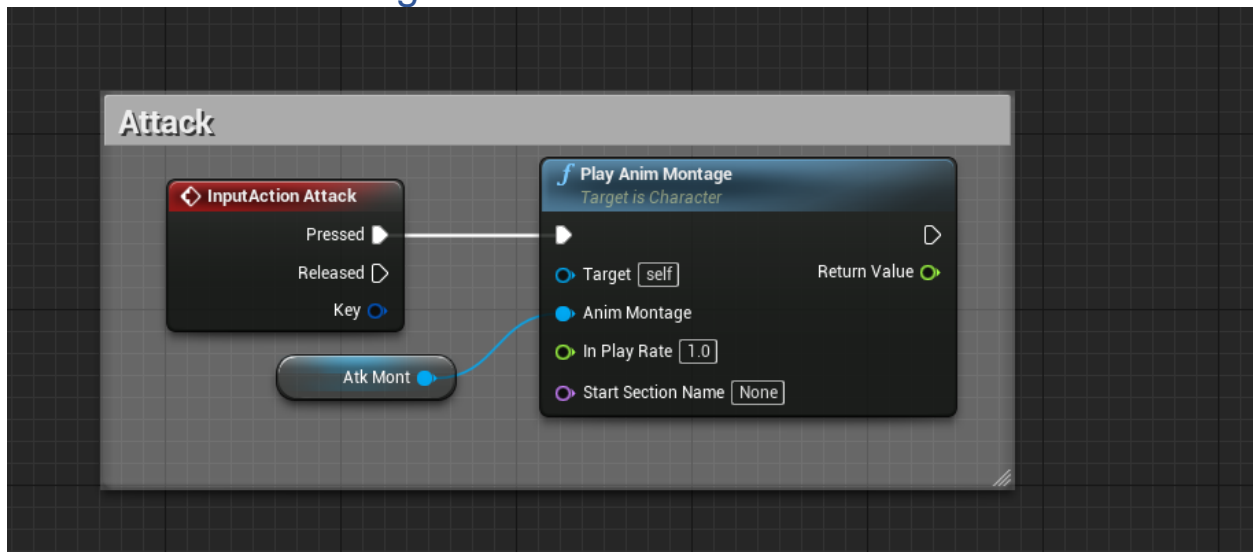


Our Brave Hero, ready to be hit

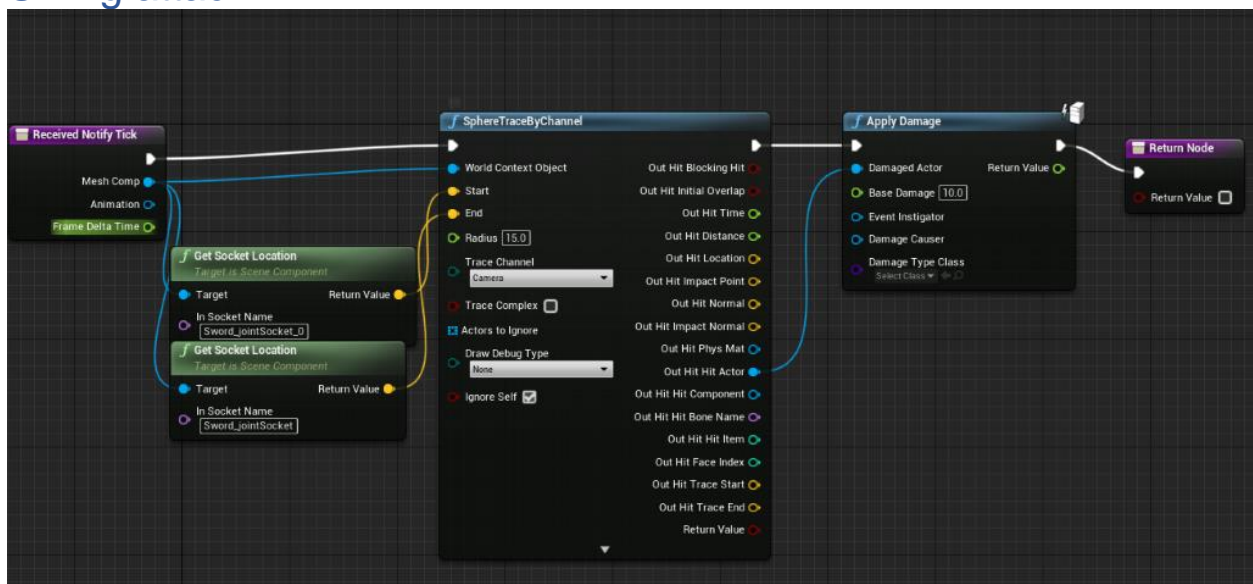
Combat



Level restart following death

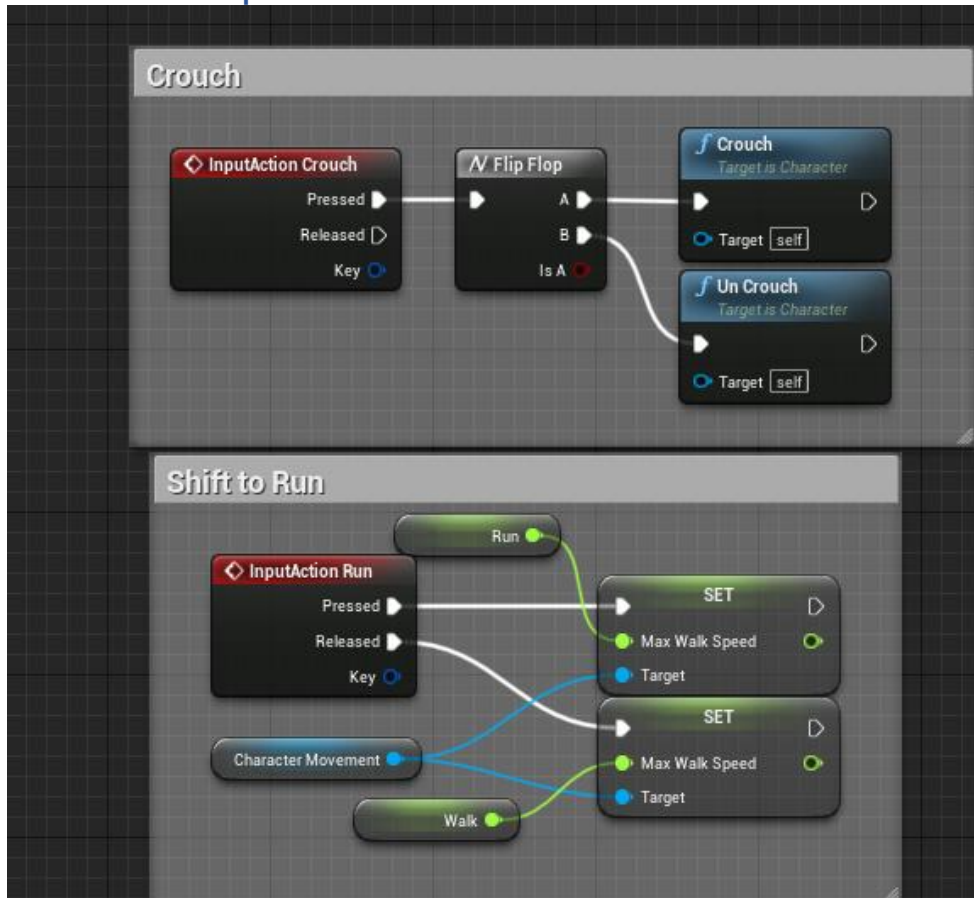


Swing attack



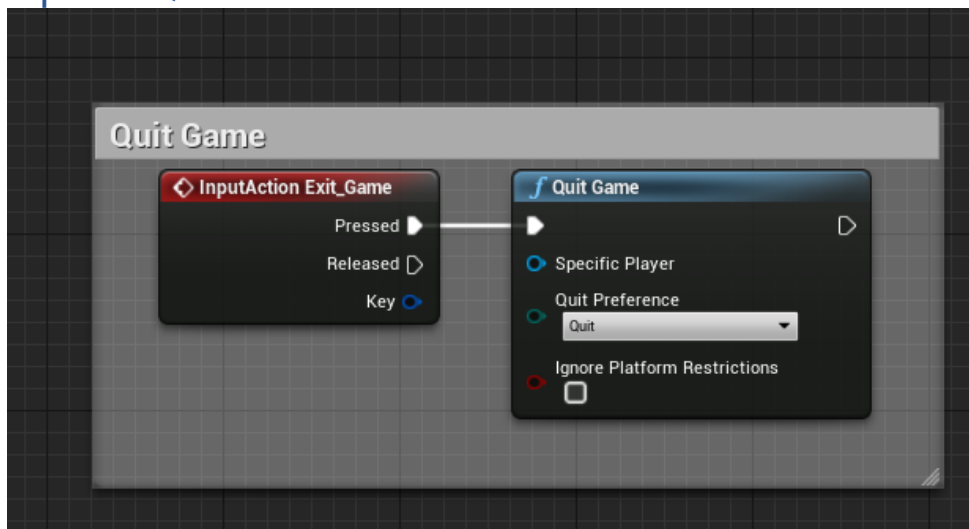
Sphere trace using Sword Sockets to detect hitting other actors, and dealing damage to them. Using Animation Notify

Additional Input actions

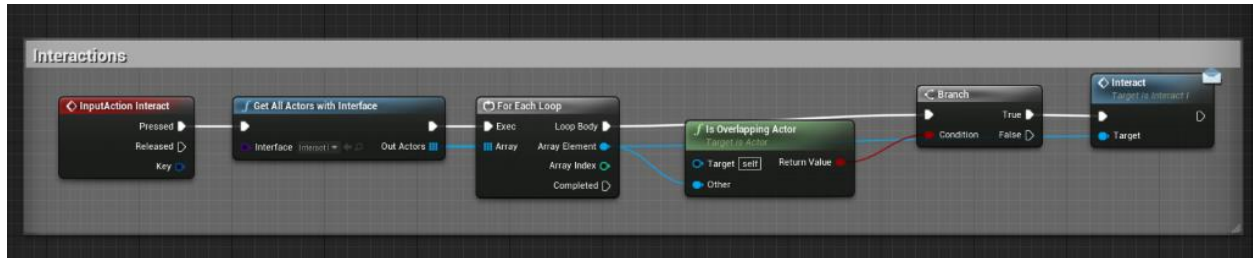


Toggle crouch, Hold shift to run

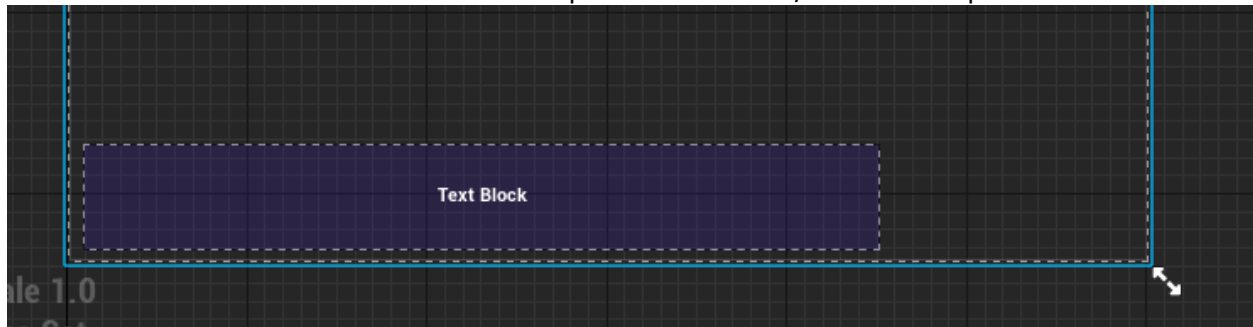
Option Quit Game



Quit out of games in case things get stuck

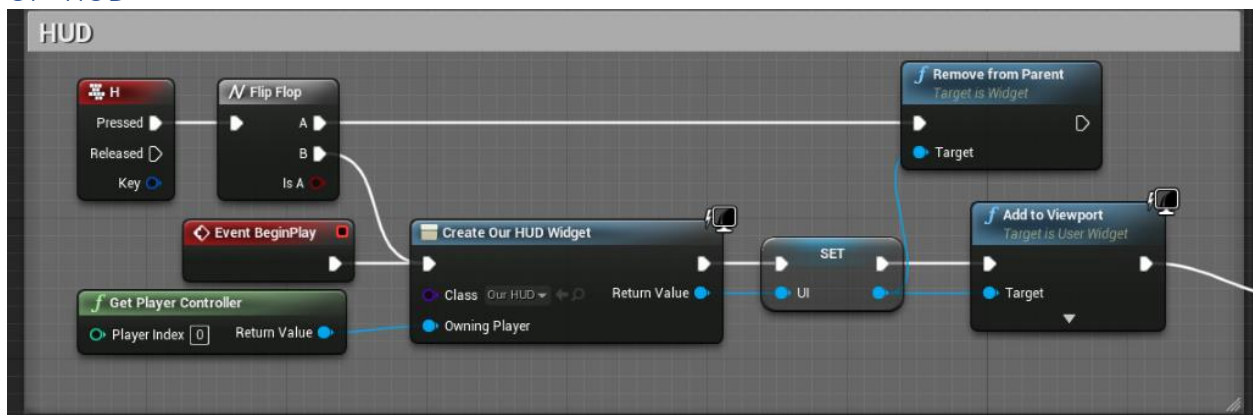


Interact with other Actors with a Interface blueprint. Talk to NPCs / Activate Teleporter



Pop up text box for Dialogue

UI - HUD

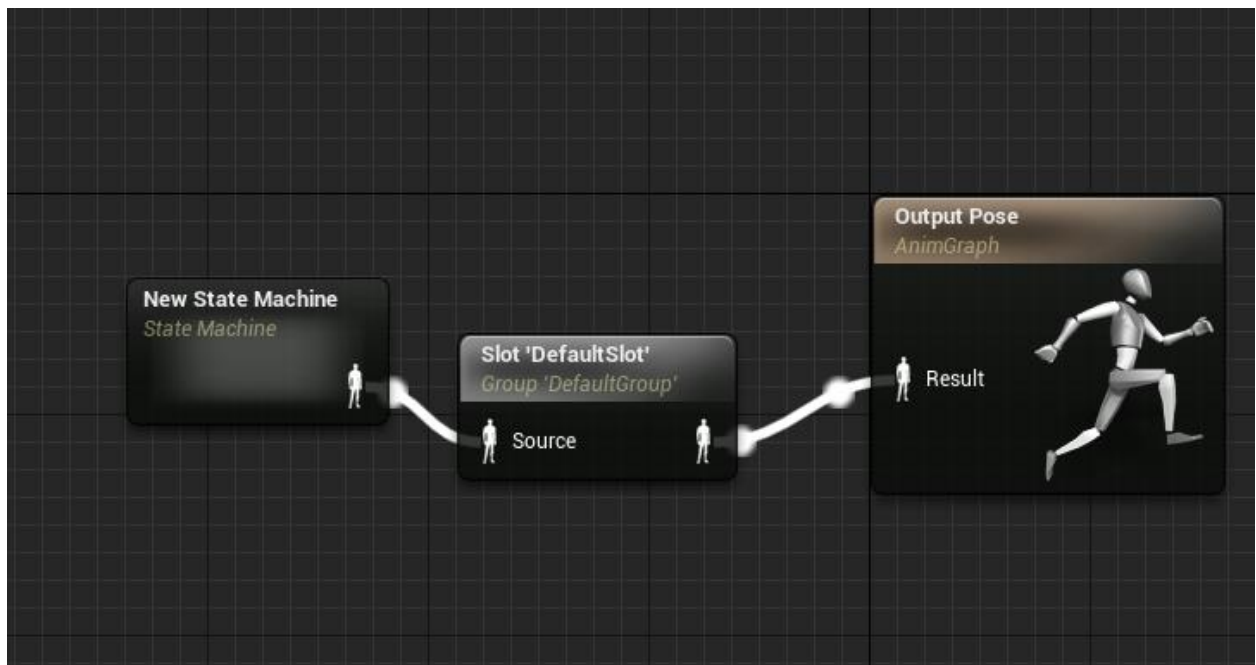


Adding HUD UI to the screen

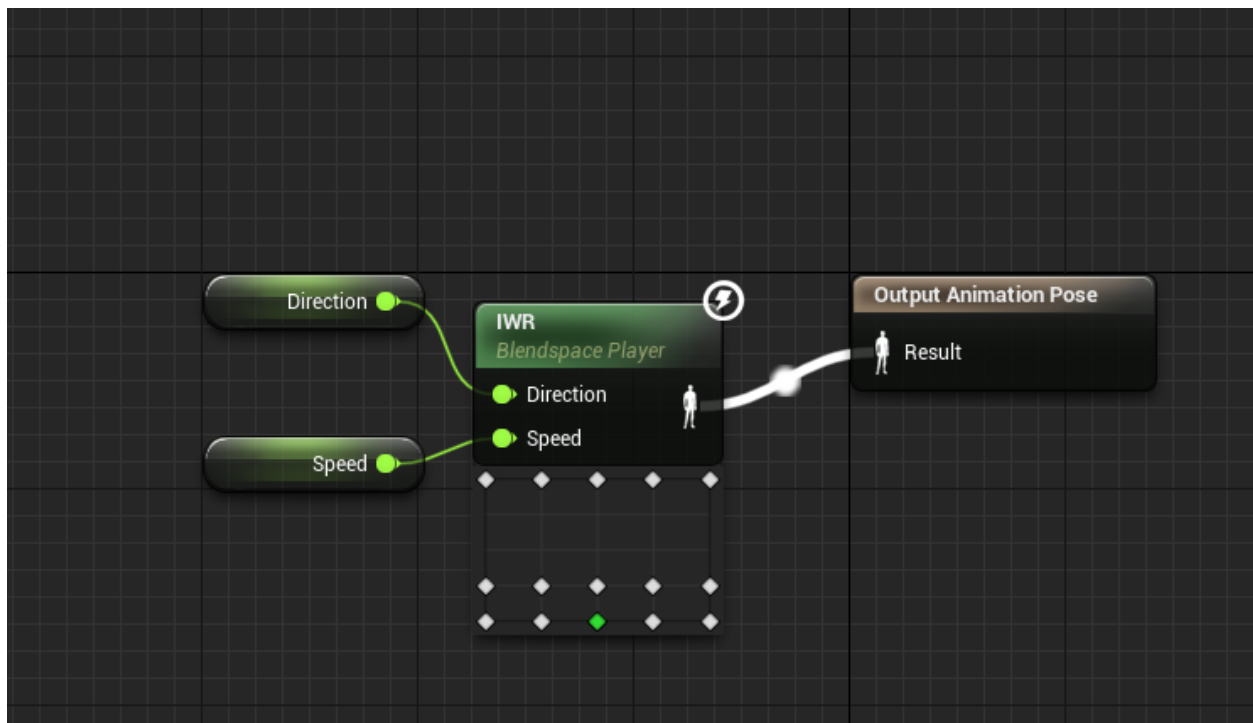
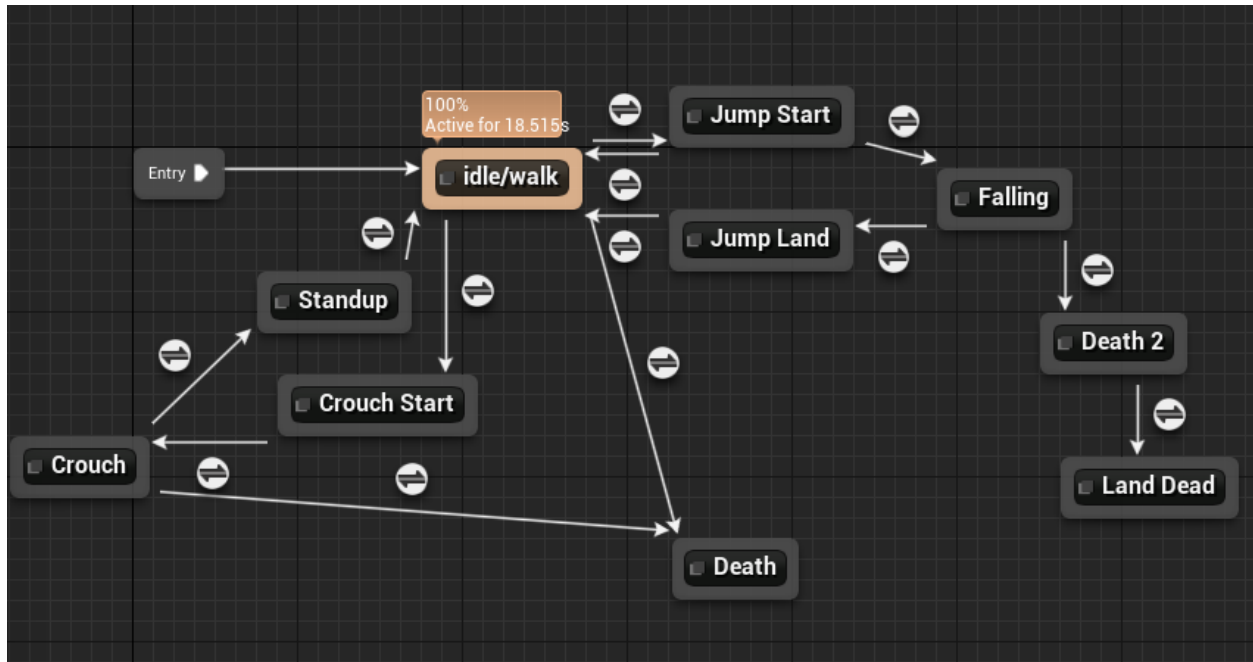


Health bar and Relic Counter bound to game instance

Animations



State machine, connected to a slot for interrupting with animation montages(hurt, attack).

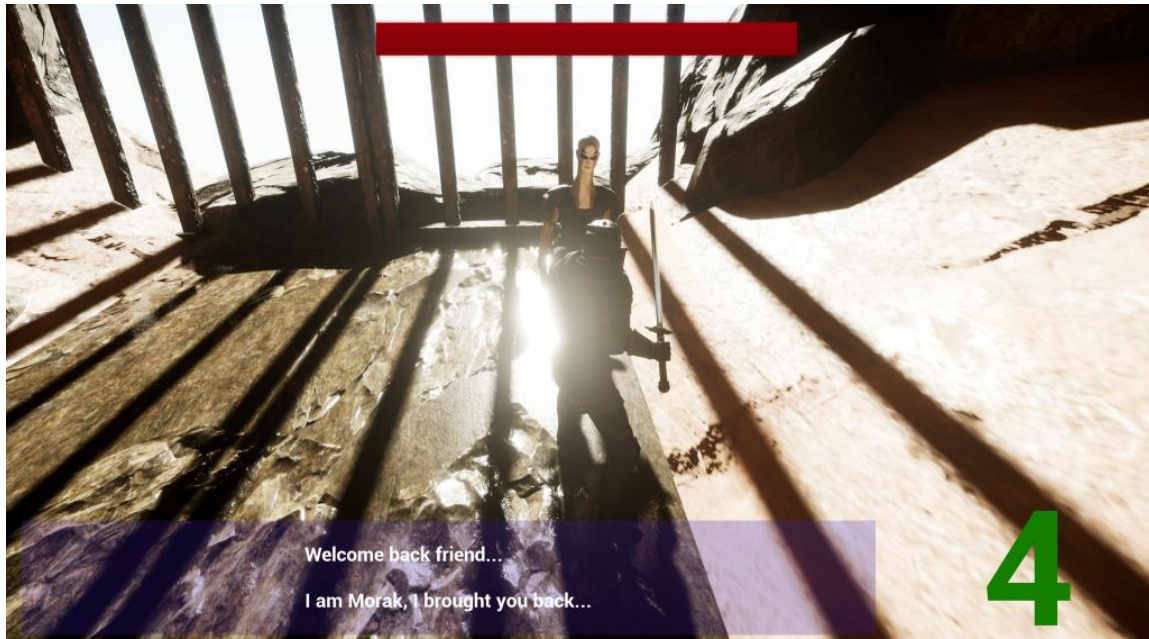


Using a blend space for walking/running around in all directions

A 3D rendered character, resembling a wizard or mage, stands in a dark environment. The character is wearing a purple robe with yellow sleeves and a white beard. He holds a glowing blue staff. A large, faint red sphere is visible in the background, suggesting a magical or spatial effect.

Includes interaction spheres so we can talk to them, and set their animations to talking

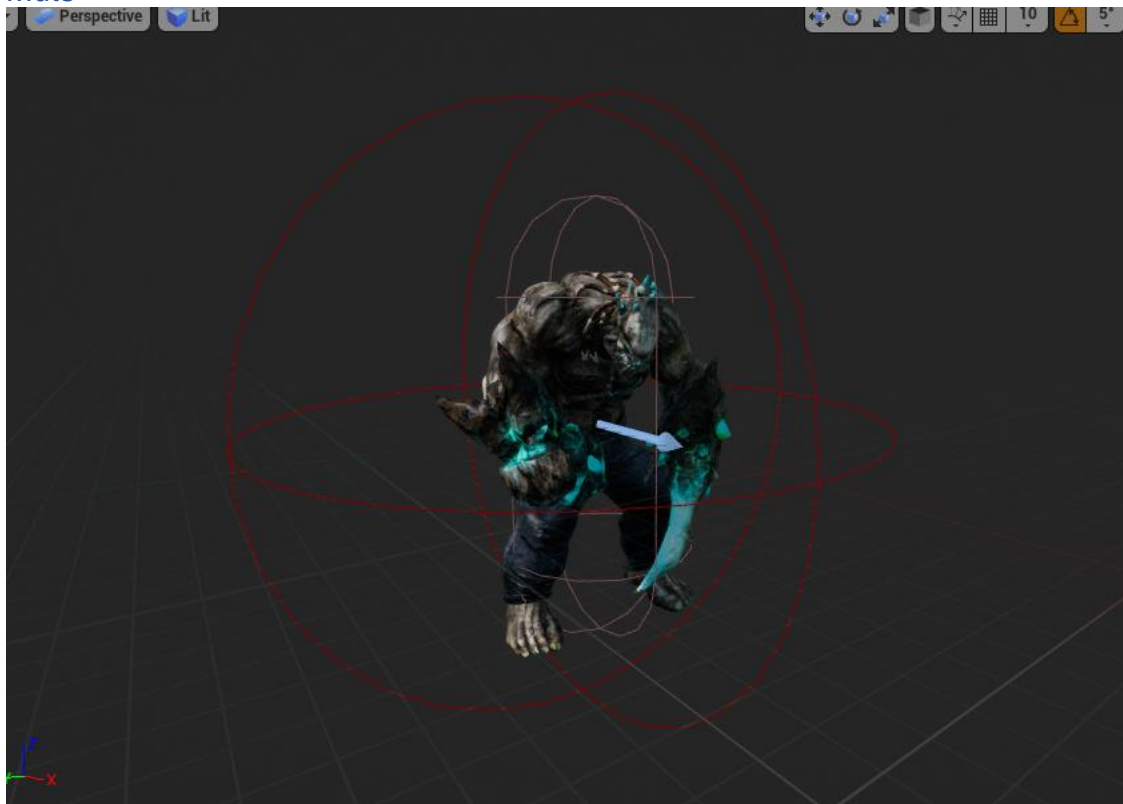
The screenshot displays a Bolt visual script for a dialogue system. The logic begins with an 'Event Interact' node, which triggers an 'is Valid' check. If the input object is valid, the script proceeds to a decision node 'Is Talking?'. If the answer is 'No', it removes the root parent of the dialogue widget and sets the 'Dialogue' variable. If the answer is 'Yes', it creates a new text hand widget and sets the 'Dialogue' variable. Both paths then add the widget to the viewport and finally set the 'Dialogue' variable to the specific dialogue text. A 'Get Player Controller' node is used to retrieve the 'Overlaid Player' for the 'Create Our Text Hnd Widget' node.



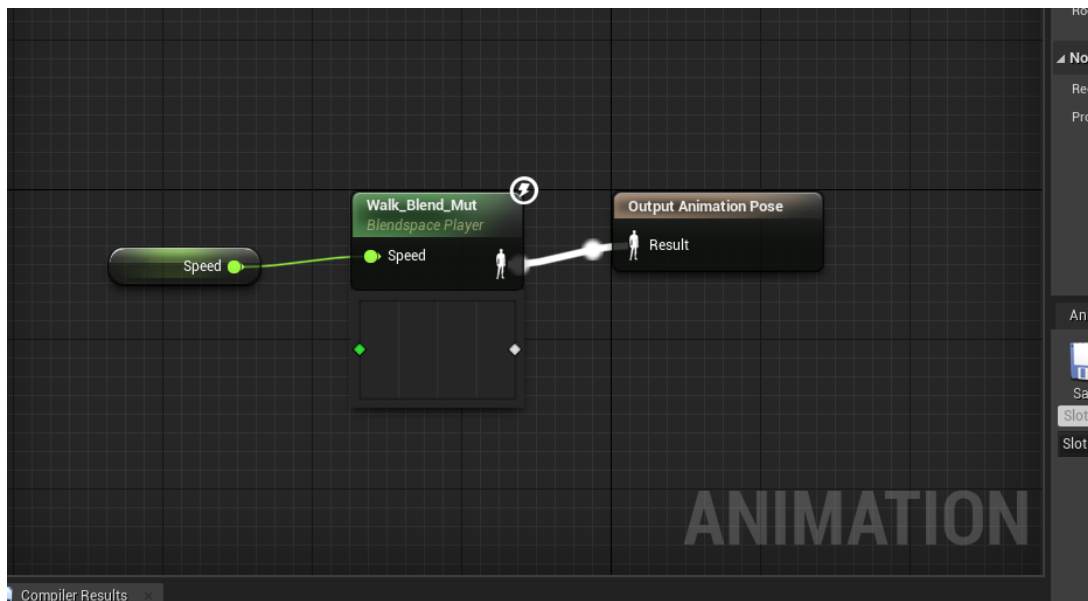
NPC interaction

Enemies

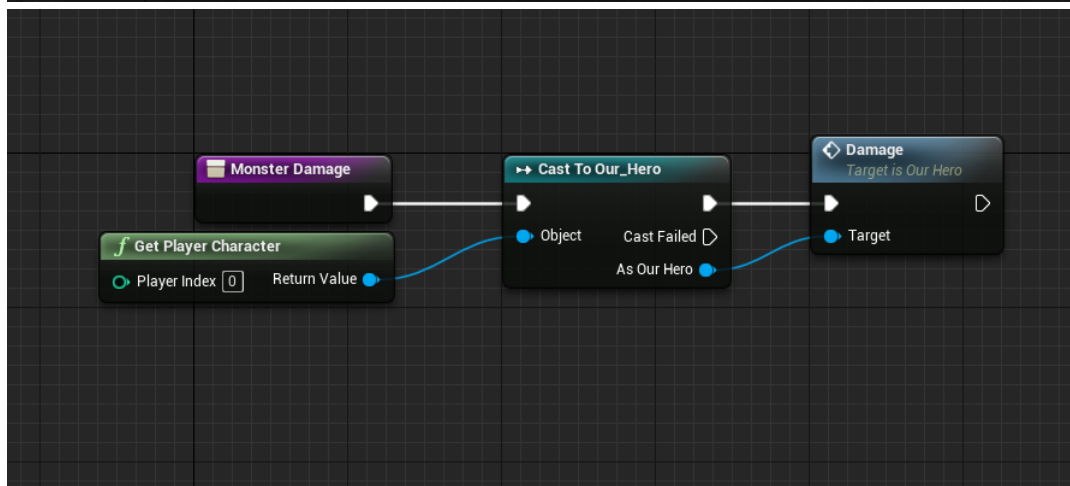
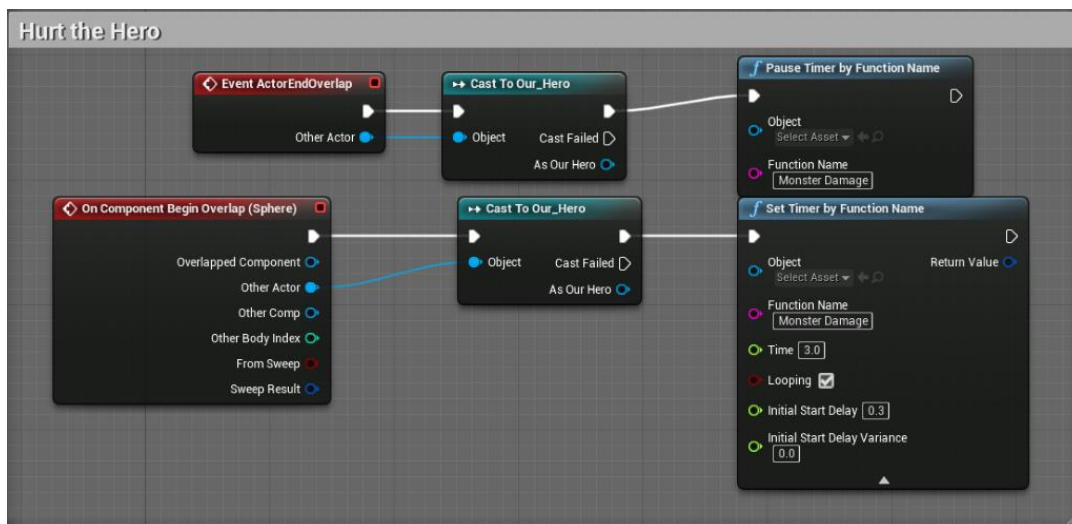
Muts

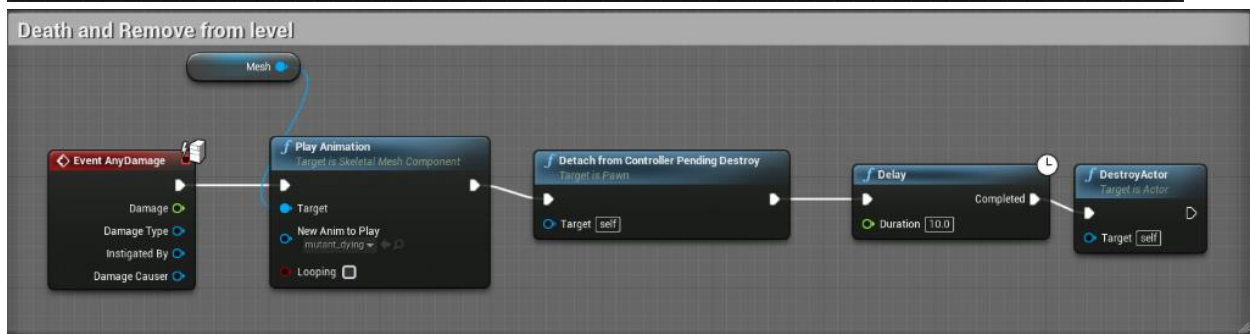
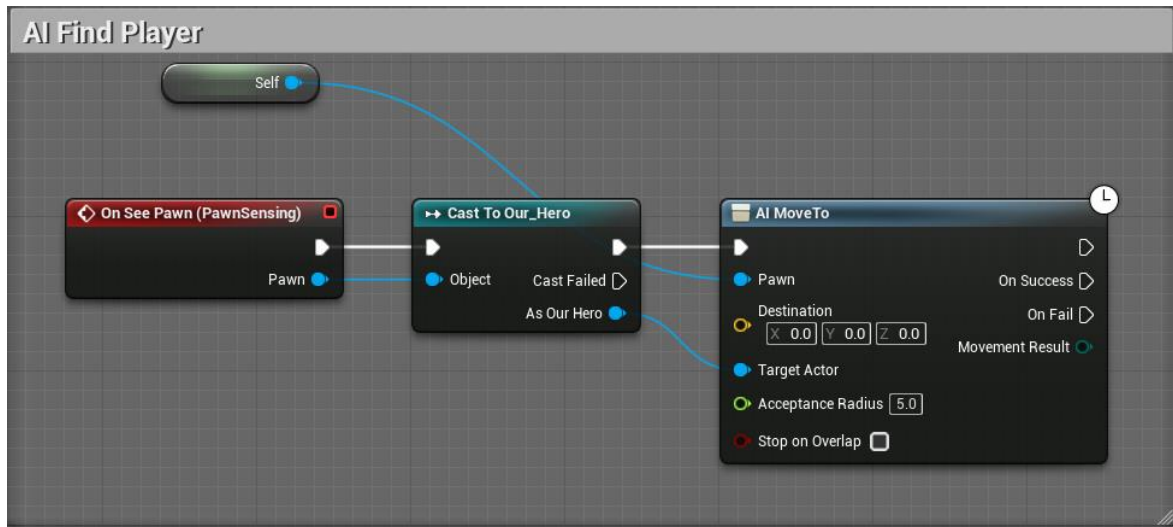


Simple Mutant "Mut" enemy

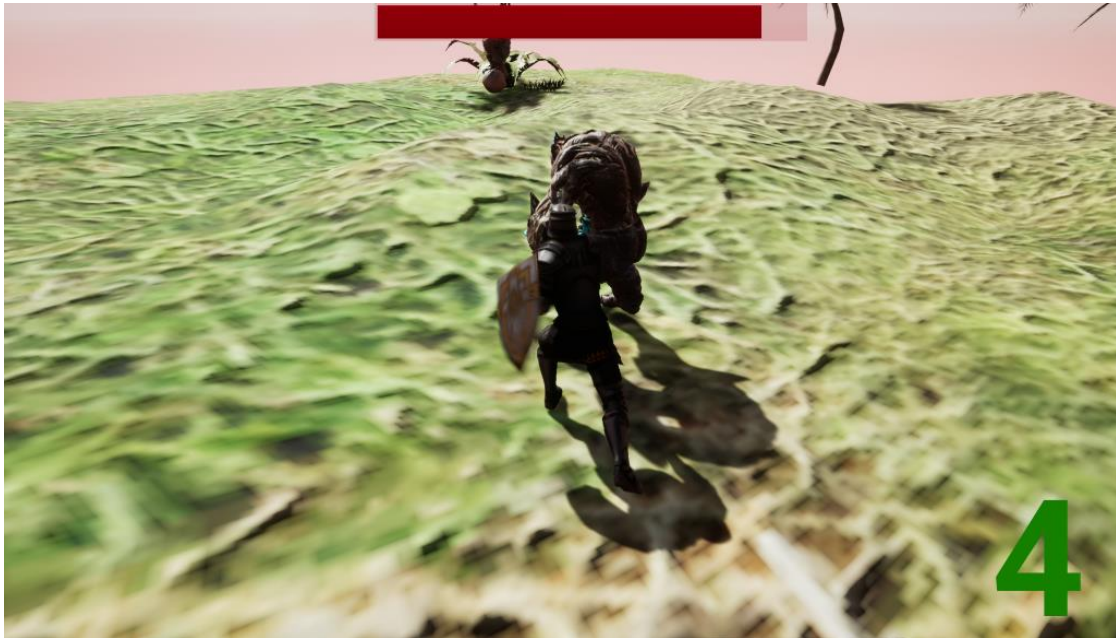


Either idle or walking towards hero, damage her if she stays near the enemy too long





Dead Enemies

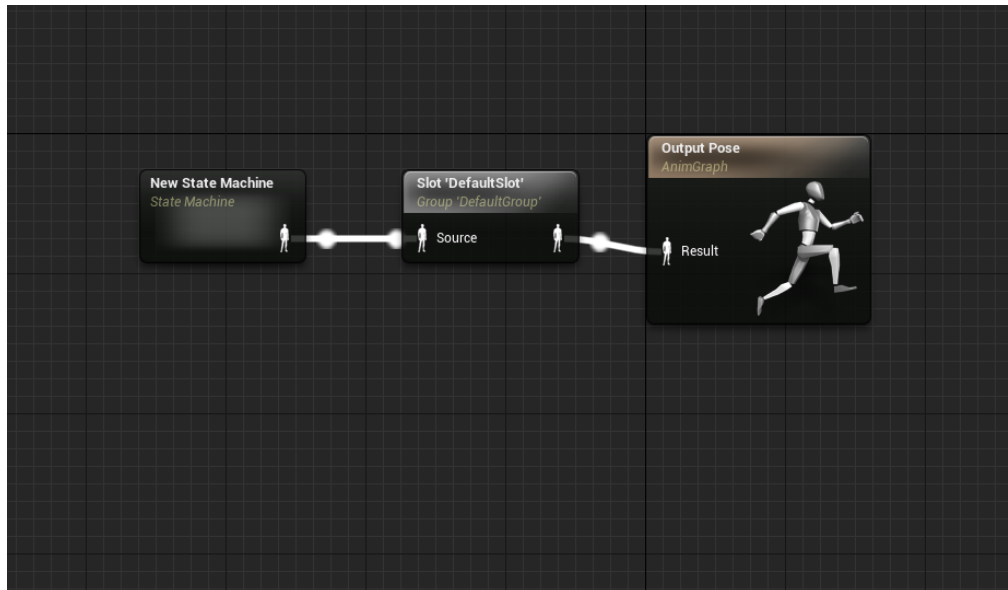


Hitting an unaware enemy

Leader

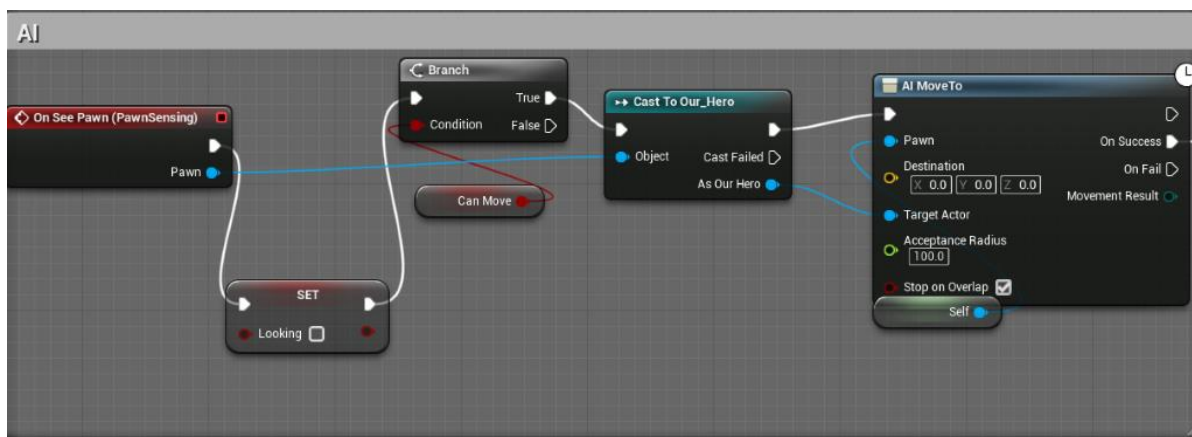


Damage is still done by staying too long in a sphere

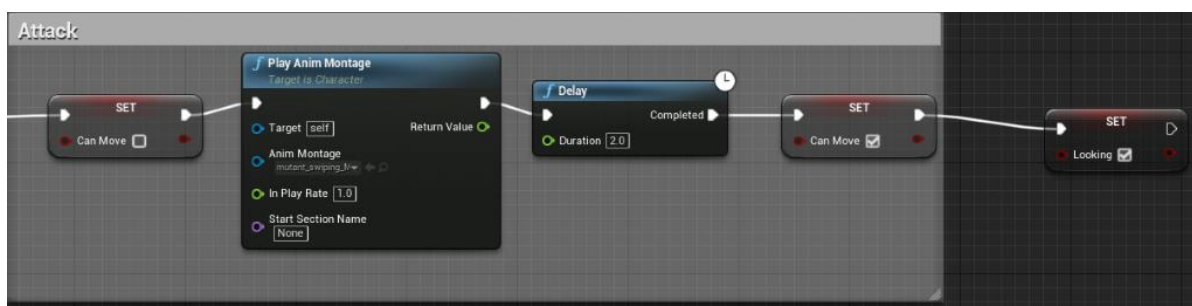


While still simple, getting closer to Hero level animations for attack, hurt, and death.

AI

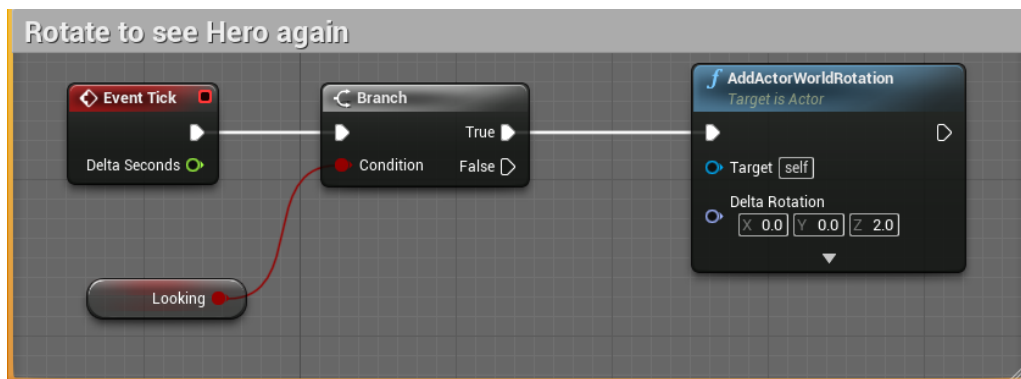


Move to visible hero

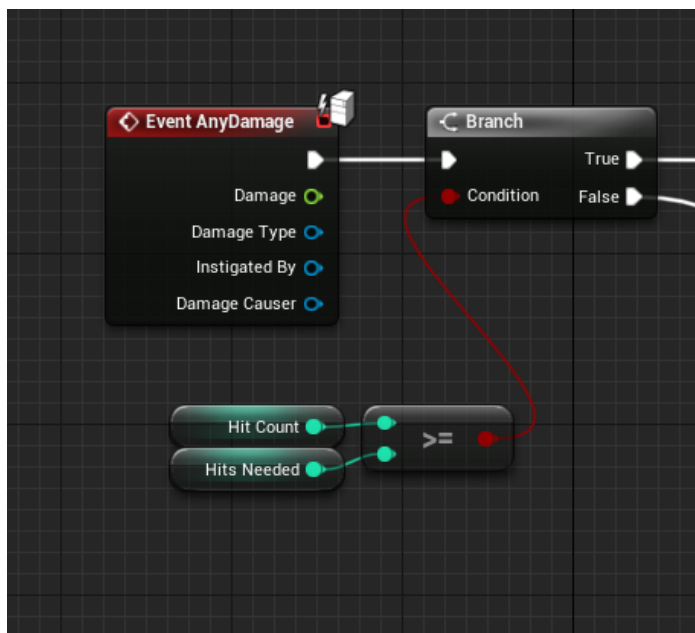


Attack when he gets there

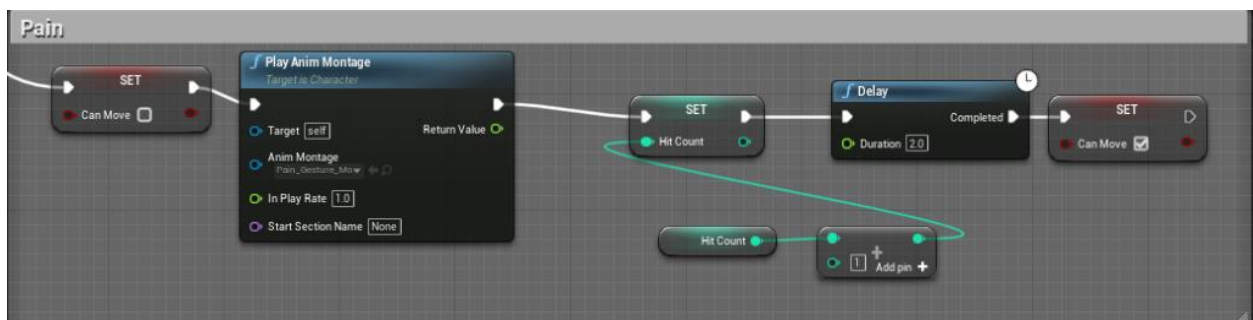
Rotate to see Hero again



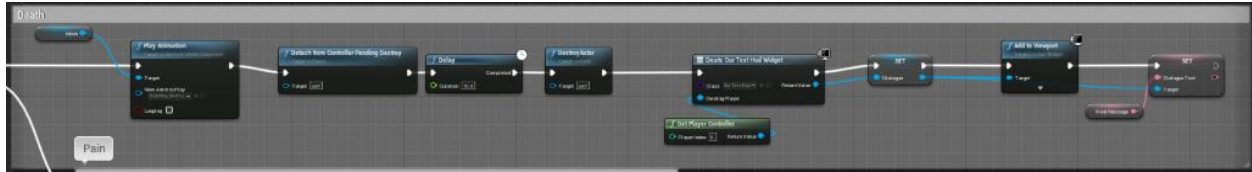
Combat



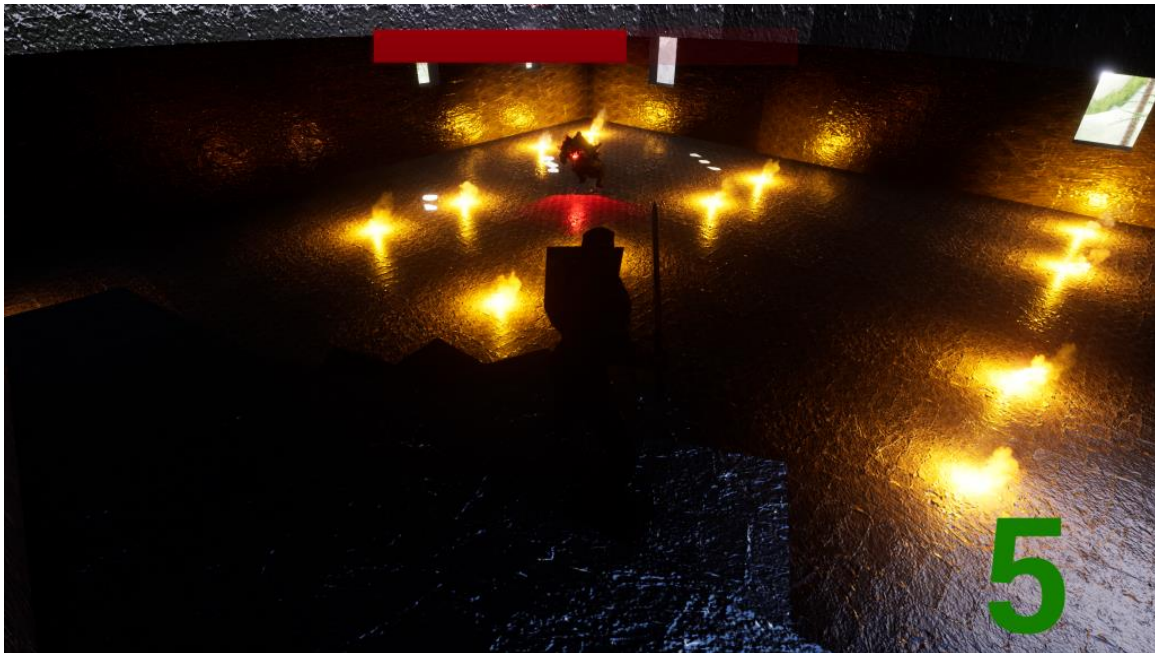
Taking more than one hit



Being hurt

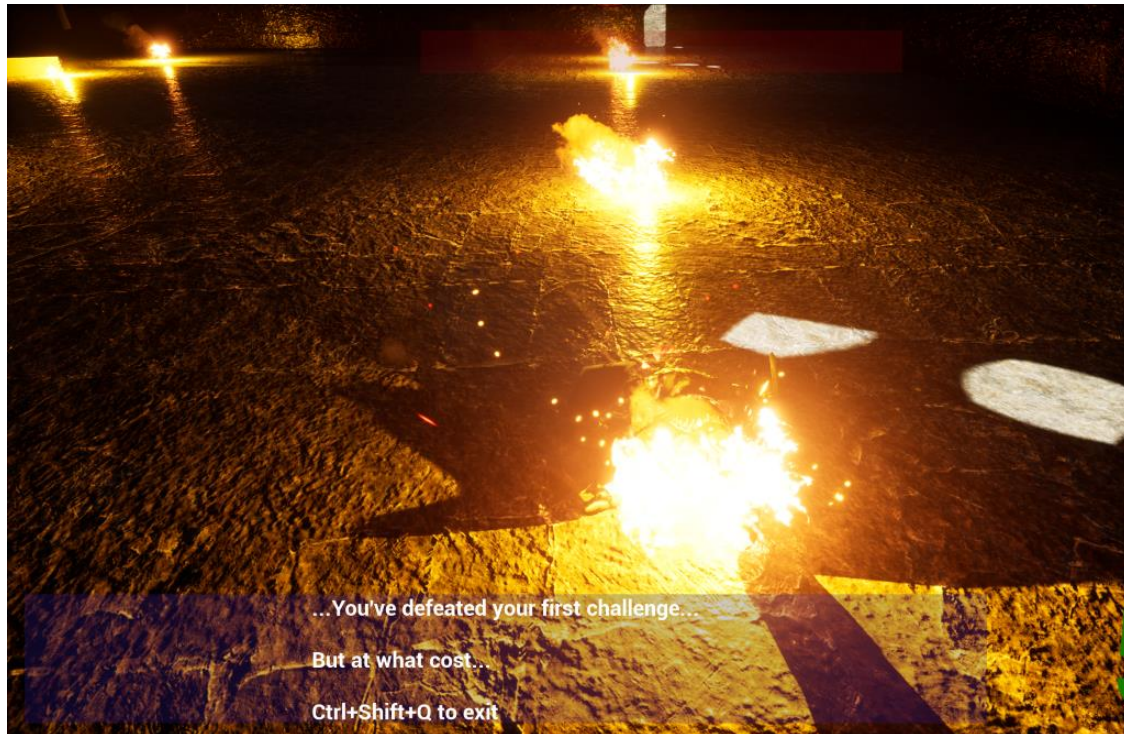


Death



Boss Finale End Screen

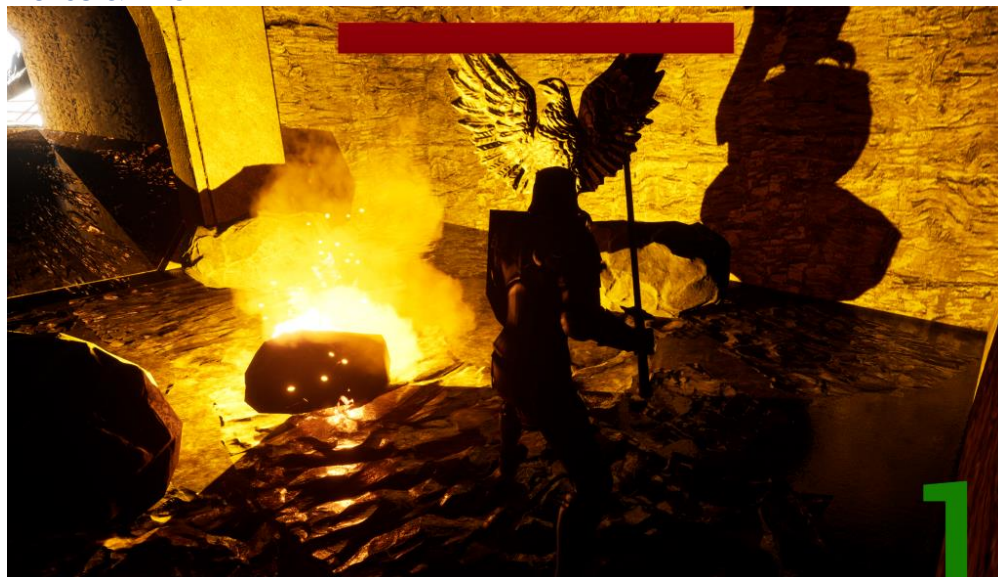
Defeating the Boss



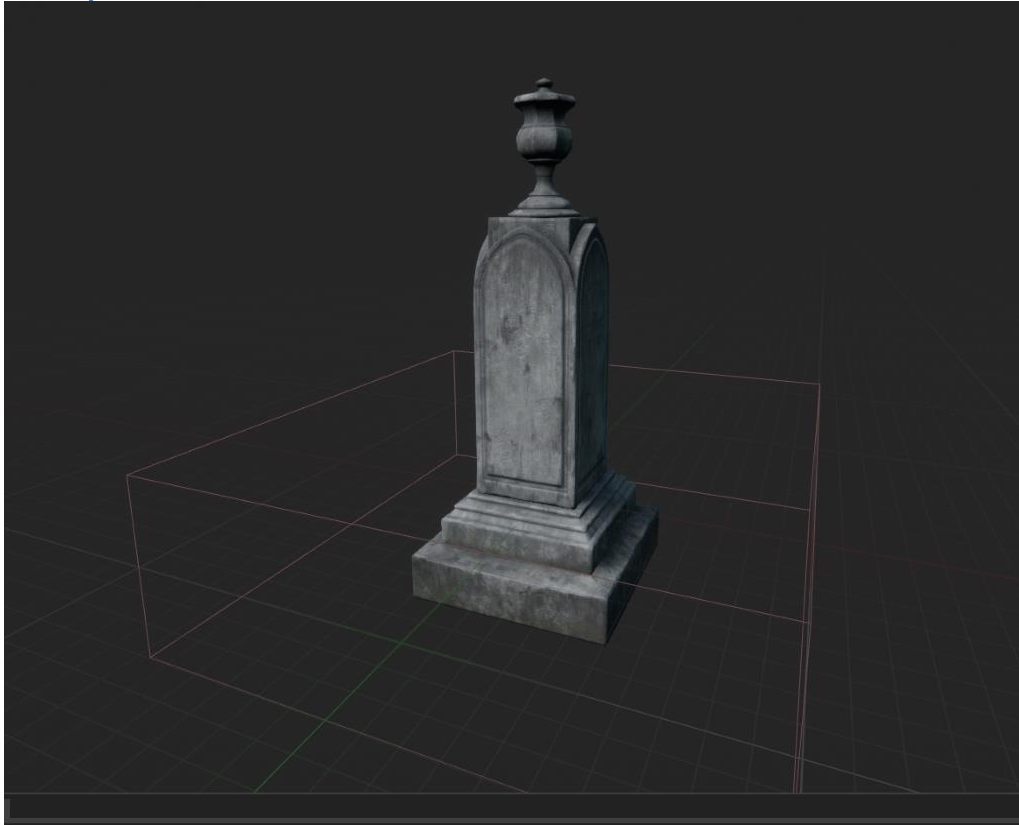
Death to the Boss!

Environment

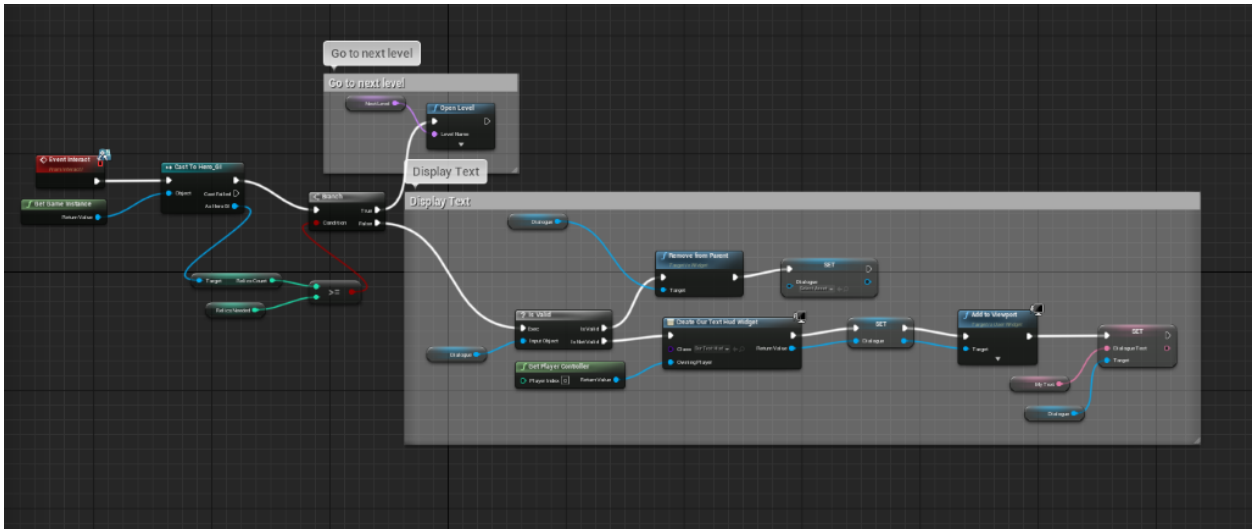
Relics & Fire



Teleporter



Interaction area box



Print message if requirements not met, else send t next level

Ruins



