

DPS937 – Game Project

Developed By:

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Story:

You play as a paladin, a master of the sword and elemental magic (fire, ice, and electricity), trying to save his world from being destroyed by an evil mage. The door to the boss' lair can only be unlocked when you collect 3 golden magical statues (fire, ice and electricity) scattered around the map. So you'll need to find them and then go through the door and kill him.

The mage knows you're coming, so he sent out a bunch of his grunts to patrol the area and they've wreaked havoc and caused destruction and fires in the area. They will patrol the area until they see you, and then try to attack you with claw swipes. The good news, is that grunts are amateurs, and only have mastery of one element. (Red = fire, Blue = ice, Yellow = electricity).

Magic has strengths and weaknesses. Fire is strong against Electricity, Electricity is strong against Ice, and Ice is strong against Fire.) So use fire on yellow enemies, ice on red enemies, and electricity on blue enemies. If you use magic that grunts aren't weak to, you won't damage them. You can of course damage them with your sword but risking getting hit back.

Beware of the boss. He will be surrounded by his grunts and he can switch elements over time. Make sure you attack him with the right one. If you are within a certain distance, he will start shooting you with his own dark magic.

Using magic will use up mana which recovers over time. Sword doesn't use mana. Health can only be recovered with health packs.

Instructions:

1. Open the project (it should open the mainmenulevel by default. But if it doesn't for some reason, you can find the mainmenulevel inside the Maps folder of the InfinityBladeGrasslands folder inside the Content folder)
2. Press Play in the Editor
3. On the main menu, press shift+F1 to use the mouse, and press the Start button (it will load the ElvenRuins map)
4. The camera flythrough will play (shows the locations of the golden statues)
5. Gameplay begins after the flythrough ends

Walkthrough:

1. Walk forwards when you start, staying on the low grounds (Don't go up the steps to the higher level). Avoid the fires, as you'll receive damage over time when standing in them.
2. Walk towards the right, around the corner, and you will find the fire statue there.
3. Walk back to the start location, but this time, walk up the stone pillar steps to the higher ground.
4. Follow the path, and when you get to the boss door (you can't open it yet), go left. You'll find a health pack and the ice statue.
5. Walk right and go across the bridge. At the end of the bridge, go left and on to the small platform below.
6. Underneath the steps going down, you'll find the electric statue.
7. Walk back to the boss room door.
8. Now that you have all 3 statues, press U near the door to unlock it.
9. Fight and kill the boss (He's the big guy who can change elements over time. He will also shoot you with dark magic within a certain range)
10. Kill off the grunts first, then focus on the boss while avoiding fires.

Blueprints and Assets:

Characters and animations were downloaded from [Mixamo.com](https://mixamo.com).

Music was downloaded from freemusicarchive.org.

The main game map Elven Ruins, is from Infinity Blade Grass Lands from the unreal Marketplace.

The character and enemy blueprints, as well as statues and health packs are found in the ThirdPersonBP folder. Inside that folder, are folders for enemies and the character. In the Blueprints folder you'll find the blueprints for the third person character and enemies. Inside the enemy specific folders, you'll find the animation blueprints.

Magic attacks and fire are found in the AttackAssets folder of the Content folder. The main menu map and game map are inside InfinityBladeGrassLands -> Maps.

Locations of Things:

The flythrough shows where the statues are, but if it goes too fast, you can refer to this image.

