

Student name: Joshua Morgan

Student Number: 2308680

Course title: BA Computer games design

Module title: Level Design and Development

Module assignment title: Live Group Presentation – Game Project

Deliverables;

Link to the recorded presentation: <https://youtu.be/q8HIILCLCV4>

Bibliography

[1] Darkest Dungeon. [Software], Vancouver: Red Hook Studios, 2015.

[2] Blasphemous. [Software], Spain: The Game Kitchen, 2019.

[3] McK, “Blend Shapes creation and exporting to Unreal Engine”, *YouTube*, Aug. 5, 2023. [Online] Available: <https://www.youtube.com/watch?v=Q-802I2qoNA> [Accessed May. 4, 2025].

[4] TorQueMoD, “Unreal Engine 5/4 - Create Fire Light Flicker With A Light Function Material”, *YouTube*, Jul. 14, 2023. [Online] Available: <https://www.youtube.com/watch?v=MxY3OQtON2s> [Accessed May. 4, 2025].

[5] Gorka Games, “How to Teleport the Player to another Location in the Level through a Door in Unreal Engine 5”, *YouTube*, Jun. 23, 2023. [Online] Available: <https://www.youtube.com/watch?v=GFw4XPJyq8A> [Accessed May. 4, 2025].

[6] Tom “tom newbury cg” Newbury, “Creating a Blendshape with a Set Driven Key for Better Joint Deformation in Maya”, *YouTube*, Jul. 13, 2022. [Online] Available: <https://www.youtube.com/watch?v=cmTM9WfiqZA&t=5s> [Accessed May. 4, 2025].