

By Cameron Popham



My gdd for my level code name basharoth

Research

The game prototype code named basharoth is a multiplayer hack and slash with elements of fantasy. Ive been researching on popular map designs, art style and game play from games like Call of Duty, For Honor, Paladins and why there populer and fun also training levels and maps ingames to help you play the game and based my map on that ideal will having it to be simple. As im using unreal ive been resurching on mailay action and free asets to add to my engin from free animations to weapons like swords wile using the already asets your given. I have been using information from what if learned from staff and yourube videos to to help me make my map and engine from making a pumkin enemy to a health bare and a pic up health item also fireflys. I desided to make the map as basic as posible as I wanted it to be a training map made from a tutorial map from your lessons and expanded from there also just liked the faked I could play a nerf war in the engin also as I started I couldn't downlod anything to help me make a fantasy map as the computer I used and saved my work with didn't have interenet for some time.



<https://gadgets.ndtv.com/games/news/paladins-nintendo-switch-release-date-price-download-size-frame-rate-cross-play-1864119>



<https://www.lifewire.com/cod-ghosts-multiplayer-maps-812430>



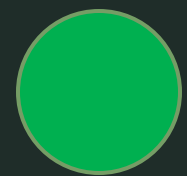
<https://www.polygon.com/for-honor-guide/2017/2/17/14630194/for-honors-multiplayer-tips-faction-war>

Tutorial and Documentation

- Sword attack animation program <https://www.youtube.com/watch?v=GQlqwFiIiu0>
- Block with shield animation program <https://www.youtube.com/watch?v=gTyIVe0WUR8>
- Attack sword to character <https://www.youtube.com/watch?v=SPvxi95p984>
- Do damage to enemy character with item <https://www.youtube.com/watch?v=LjDsPr4ujDE>
- Combo attack animations and actions <https://www.youtube.com/watch?v=wh-VvhYTm08>
- YouTube tutorial on
RPG's https://www.youtube.com/playlist?list=PLL0cLF8gjBpqA8DcrhL_O9kD4jsUqhDR6

Technique

- For cover and camoflarsh I put pillers around the map in difrent sizes.
- I put multible fireflys everywhere around the map to make it harder to see enemy charactures but cut it as it effected the frame rate,
- Added a platform on each side of map but mad the spairs hard to us to add a risk reword aspect to the map.



- Spawn



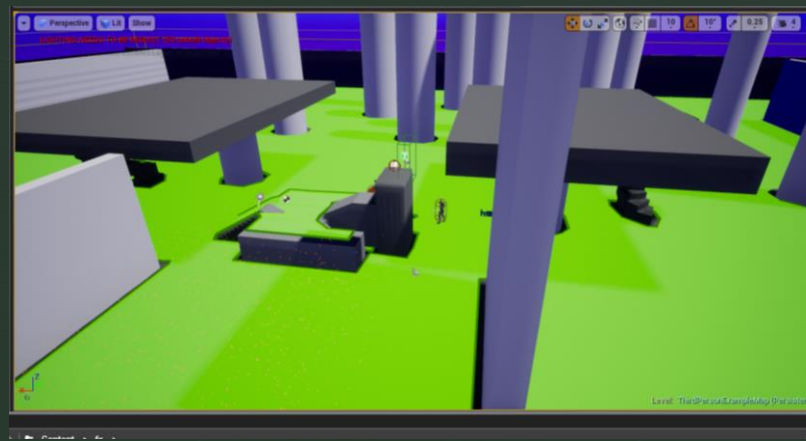
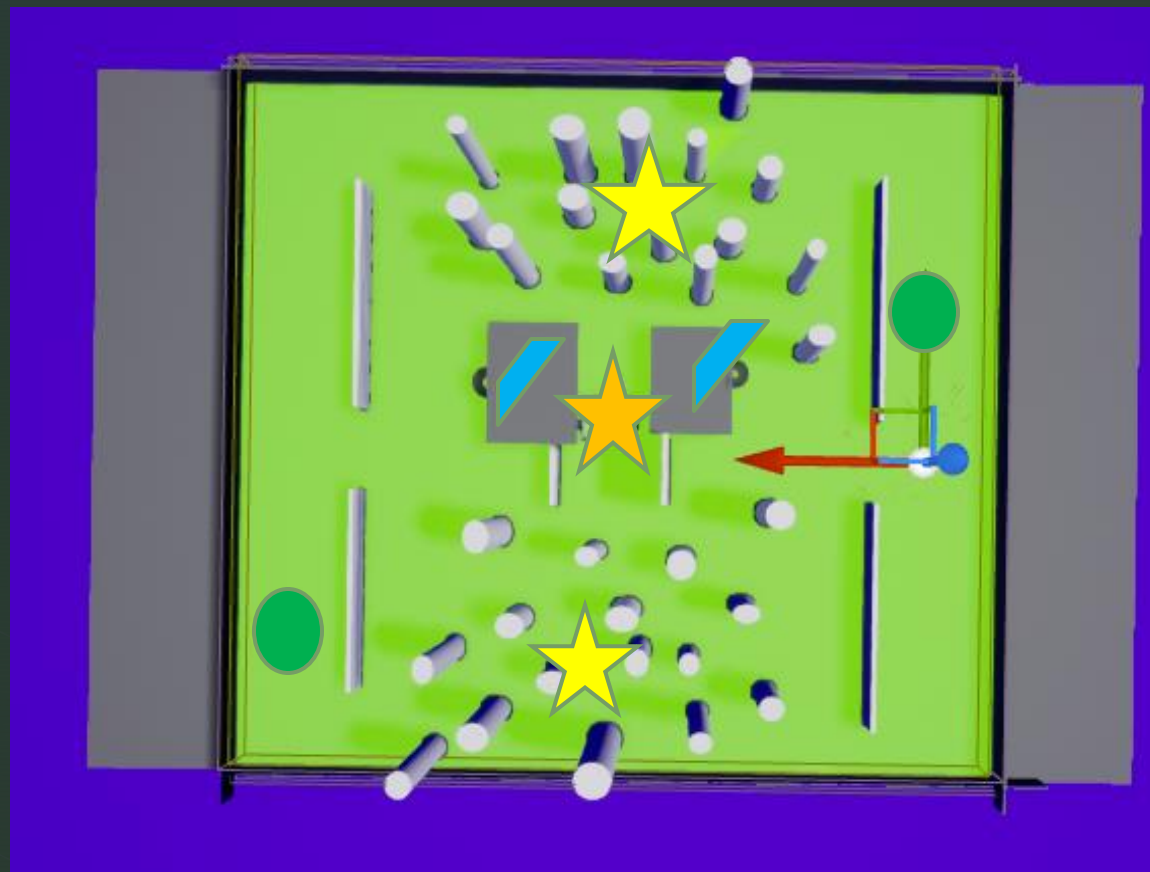
- Main control point



- Points of interest



- Platformer for high ground



Development

- We had a few weeks to make this project and make it useable but it was deficalt do to problems with the internet and asesing the engin on some days but the lessons ehen we used the unreal engin and the lessons on it helped to make it playable. I was unable to test a fantasy map pack as the computer where I was working from didn't get axes to the internet for a few weeks leaving me to us what I had to make a map. The hardest part being the hack and slash programing as I had to us tutorials and the one's on youtube was annoying.



Mechanics Executed

- Jumpin
- Running
- Picking up health



Concept Art



Analysis

- The game runs good no laging

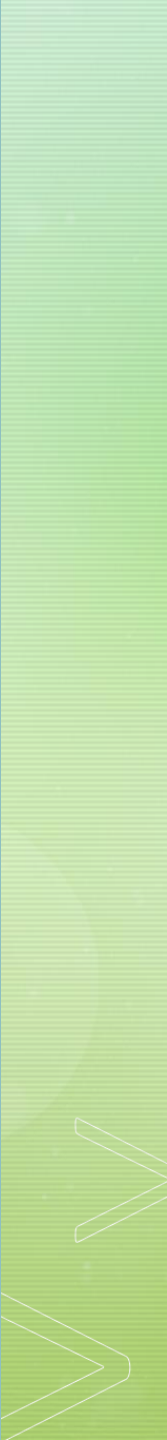
Instructions

- Destroy the enemy npc's by hacking and slashing at them with your weapon
- Up, down side to side buttons on the keyboard while the space bar being the jump button while the right button on the mouse is to attack (fast slash and hold for heavy slash) while the left button being a block to stop attacks.



Inspiration

The inspiration for the map comes from Call of Duty but the gameplay being inspired by For Honor battle system but simplified blocking, heavy slash, and quick slash. I was tired of first and third person shooters so instead I wanted that but as a melee multiplayer instead as I haven't seen one at all in the gaming community.



Final Outcome

The game works very well but there are problems I have had being the tutorial I've been using for the melee combat and for some reason I can deal damage to the npc's then again the class had the same problems with the pumpkin enemy and couldn't attach a sword to the character model but besides that it works perfectly I can't wait to improve upon it.