

using the level your teacher jess told the class us that the beginning of the semester despite delays we made a level showing us how to make firefly's, change the colour of the sky, making a health pick up, and doing the AI for the enemy pumpkins which was interestin.

The level was going to be a close quarter shooter, but I felt that could be used for a later project, eventually I looked towards games like devil may cry, kingdom hearts and for honour after that I was inspired to do the level for a third person PVP hack and slash but simplify it combat.

After looking that some melee attacks, I wanted it to be simple and fare, so I decided to add four aspects to the combat quick slash the does little damage, heavy slash with lots of damage but slow, a shield with a time limit that if timed right nocks backs enemy's, and jumping to reach high places for the high ground and some form of retreat and aerial combat.

The only problem with this plan was time, resources and a lack of information of Unreal Engine eventually I found a youtuber by the name of Virtus Learning / Creative Tutorials made a playlist of videos showing you how to make an RPG.

I wanted to take some aspects of his videos to help me in the game from showing you how to make the slash attack to giving away free character models and animations which helped in the long run and showed me how to us some of the add on from the epic games website.

When came to do the level that's where the problems started as there was no jess to help at times and my lake of understand the unreal engine it made it difficult to do the game even with a tutorial but at time it felt that my learning difficulty was getting in the way and the fact that I kept forgetting on how to do sir ton things on the engine even at one point putting over 466 firefly's on the map to make it harder to see the other player but it led to performance issues like lagging, firefly's popping in and pot of frame and having to remove the firefly's till they had a us on the map, until I decided to put them in at the players spawns and eventually added a few more pumpkins enemy NPC's.

Eventually the deadline come, and the game was playable but with problems from still unable to attack, attach a sword to a character model, the pumpkins to do damage and unable to finished to paladin character model and make it playable as it won't let me us the us sir ton plug ins for the programming side making the model useless for now as I might go back to it in my spare time in the future when I have enough Experian's with unreal engine, but I can my character can run jump and have pumpkins chasing you but doing no damage but idlest its playable.

The level mad of the basic materials you get from Unreal Engine, I liked how it looked as it looked like a training level or a nerf gun battle field zone despite the bland grey, at the beginning it was to easier to find someone and attack them as the map was to open so I added cover in the form of giant pillars with many different sizes, I did this to replace the firefly's and it looked better as you could be running through the maze of pillars and next minute you being attacked.

Also, in the map I put to platforms around the centre of the map one on each side so both sides can be on one also I wanted to have some form of high platform for someone to say "it I got the high ground" as I like that Star Wars reference beside jumping at each other and hitting each other will in mid-air kinda like jousting.

In the middle of the map there's a platform I put there for game mode like hoard mode, capture the flag and for some form of football like what call of duty started to do a few years back as those modes are funny but again I wanted to see a hack and slash formula instead of a shooter as gun I feel shooting game have been milked the hell out of wile a PVP hack and slash hasn't.

Another reason why I wanted the map to look basic was not because it a training map because in same game they have areas that look like good idea for the passes of a PVP map but don't turn into one the best example of this is call of duty and its campaign.

If I had more time and better experience, I would have made the game do more for example I would have added a character roster with each character having different ability's and weapons so each character as a different way of playing character like paladins as overwatch doesn't have a skill system like paladins which as more diverse ways of playing the game, another think I would do would remove the pumpkins and make a level for the to have a swarm mode where you must survive 30 round agencies the pumpkin horde.