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The state of our project after around 3 weeks, is in very early stages, as we are in the process of planning on what the game should be about how we should approach it, and it's mainly a time for us to go ahead and learn about the fundamentals of Unreal Engine 5 as it isn't an easy task to go ahead and completely learn a new game engine. Throughout the weeks prior we were discussing with each other what we should implement into the game, what mechanics should be incorporated into it. As we had a set idea early on of things like a shooter game but we weren't really sure what direction to take with that and it was a lot of back and forth. For the time being we decided it would be best to start looking at some inspiration early on, like youtube videos or early or play some games that are similar for what we are going for, in terms of play style. Throughout the time we were looking for inspiration we would both document links to videos or inspiration which we found in like a list of things we could possibly help us with, like tutorials and stuff. Throughout this time we decided on what would be best for us to get situated on which parts both of us would fit into which parts of the project we wanted to handle. But for the time being we decided to just go into Unreal Engine and sort of test the demos in the game to see what they were like and what they had to offer. Things like how the physics worked, the movement of the character, how it could be modified, how the collision of the gun was like within the demos which they offered to test out. Throughout testing we were deciding whether which perspective would be the best for the game: a First Person Shooter or a Third Person Shooter, as choosing between the two would lead to which direction we would take the game in. Which is something that took a bit for us to decide on and researched which would be the best option considering we were just starting out in Unreal Engine and a lot of people online were saying first person would be the best to go with.