Suraj Jagmohan

      For the final weeks of the project we were starting to tie things up. During this time I was focusing on the environmental aspect of the game, designing the map, things like the scale of the map, the theme we decided on which was a winter snow like theme. It took me some time to look into the map creation part of things, like proper assets, how to incorporate snow into it, using the Unreal Engine 5 particle system to make the snow fall. There were a lot of things that we decided to not implement as part of our earlier idea so we just kept the game nice and simple. As I was working on the environment I sourced assets for things like trees, which would allow for the tree to look realistic and have some movement to the leaves, things like having rocks laying across the map as just small details, the snow particle system was rather straightforward to setup is as it allowed me to modify it very simply adjusting the radius, the speed in which the snow fell or how fast it would fall. As I was done with that I sourced some sound effects, things like player running, jumping, background sound effects of the wind blowing, like to give the player a chance to feel like they're in an immersive snow storm. The movement sound effects and the jumping sound effects gave the player a feeling that they were actually walking on the snow, within the map it was a pretty good size, as we thought it was good to not make the map too big. I also was recommended to add a minimap to show case the players location, toward the end of the project we started integrating everything together, things like the Player UI, the enemy spawners making sure they were put around the map, the gun mechanics, making sure the players spawn location was set, adding a score system so that as the player gets kills on the enemy it goes up one point per kill. We made sure we paid attention to the detail of the map, the game mechanics and that we wanted to make sure we reached a point as to where we were satisfied with the outcome, and understanding that with the time given and the things that occurred throughout it we made it work.