What is Trigger Frame?

      The initial idea of Trigger Frame was really a work in progress which throughout we had differing ideas of what we really wanted the game to be, and it took a bit for the idea to fully come through. So the main objective of the game is to try to get a high score, while enemies continuously keep spawning and trying your best to not die or the game will end.

Note: Score is 1 point per Kill gained.

My Role Throughout The Project

Our roles throughout the project varied, and changed a lot throughout. For my roles I was a:

- Level Designer
- Environmental Design
- Working with Particles
- Environmental Sound Effects
- Implementing Map Radar
- Creating the Game Logo

Resketchfab Resources Used

We decided it would be best for us to build the game in Unreal Engine 5, as it seems right now that it is a common standard Game Engine in the game development industry which many Triple A Game Studios use. It will be good to show in our portfolios when looking for a future career job.

For models used in the map I used SketchFab, which is a website which allows users from around the world to upload and share their creations of 3d models and allow other users to use it within their game or for any other need. Some which are free and some which you have to pay for.

Designing the Map

For the Map Design, we decided to go for a snow theme, Which I decided to keep small and minimal. For the Trees I used an asset known as Spruce Interactive, and for the snow on the floor I used Quixel Bridge, which provides materials to create different environments.

Creating the Snow Effect

For the snow effect, I created it using Unreal Engine's Built in Niagara Particle System, which has many particle presets for the user to be able to modify how they look. Such as how fast you want it to go, how large you want it, etc.

Environmental Sound Effects

For the Environmental Sound Effects, like the player running, jumping in snow, and the wind blowing in the background. A lot of the sound effects were sourced from YouTube making sure they were copyright free, and then I proceeded to convert them into a .wav file type for higher quality audio. I will be able to showcase the map and audio toward the end of the presentation with a video.

Mini Map

The Mini Map within the game is used to give a top down view of the map and the players movement, which was created using a widget. It wasn't a necessity but thought toward the end of making the game it would be a nice little feature.
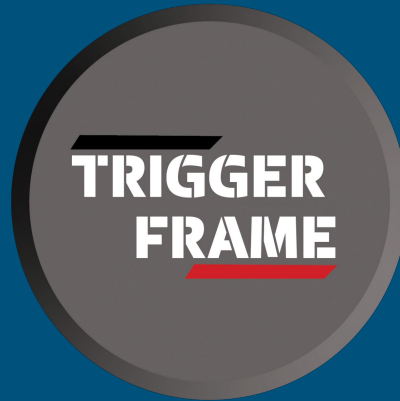
The logo for Trigger Frame

The logo for Trigger Frame was something I put together in Adobe Illustrator. I thought it would be a good idea to create a logo for the game, just to give it a bit more of a personality.

Obstacles faced along the way

Some of the obstacles faced along the way was mainly time management, and role conflicts.

Time Management:

- Had a lot of things going on in my daily schedule, so it took some time for me to be able to accommodate a proper amount of time to work on the game.

Role Conflicts:

- Throughout the project we had issues with roles on who was doing what and sometimes those roles would overlap, but once we sorted out who was going to do what, everything worked out.

Final Thoughts

Overall developing this game it was a great experience, learned a lot of the fundamentals within Unreal Engine 5, one of the great things about UE5 is just how intuitive and user friendly it is in terms of catering towards a new user.

Thank you! :D

(Play Vid)