UNT
UNIVERSITY
OF NORTH TEXAS

BLADE ✕ HUNT

TESTING

After every push, the team will play through the update to make sure it works. Thus so we are progressing through the game and making sure we are on track and any bugs or problems are fixed.

ABOUT

Blade Hunt is an open world game based off the five stages of Grief, Denial, Anger, Bargaining, Depression and Acceptance. As you progress through each level, the monsters and bosses progressively get harder. The object of the game is to defeat each boss to advance to the next stage of grief.

There are five members on the team developing this game. Our team of five have divided the tasks of animation, world development, network connectivity, user interface, databasing and ai learning among the group. Although certain members are responsible for certain parts, many members are gaining multitudes of experience developing in new areas.

We are currently implementing a banking system, fighting system through melee, range and mage. Questing, in game gambling, AI tracking and bossing, item pickup, shop trading through buying and selling through a working economy and item pickup and dropping.

As development continues as a team, we would like to create a fully working game with all unique graphics, fully working mechanics, multiplayer connectivity, damage control, fully sustainable economy and more.

DESIGN

UNREAL ENGINE

This game was created and implemented in Unreal Engine 4. We used assets from the store for characters and bosses. By using the store assets we were able to put together this world like a puzzle and piece together how we wanted it to look like. Below are some case diagrams used to help create the logic for the game.
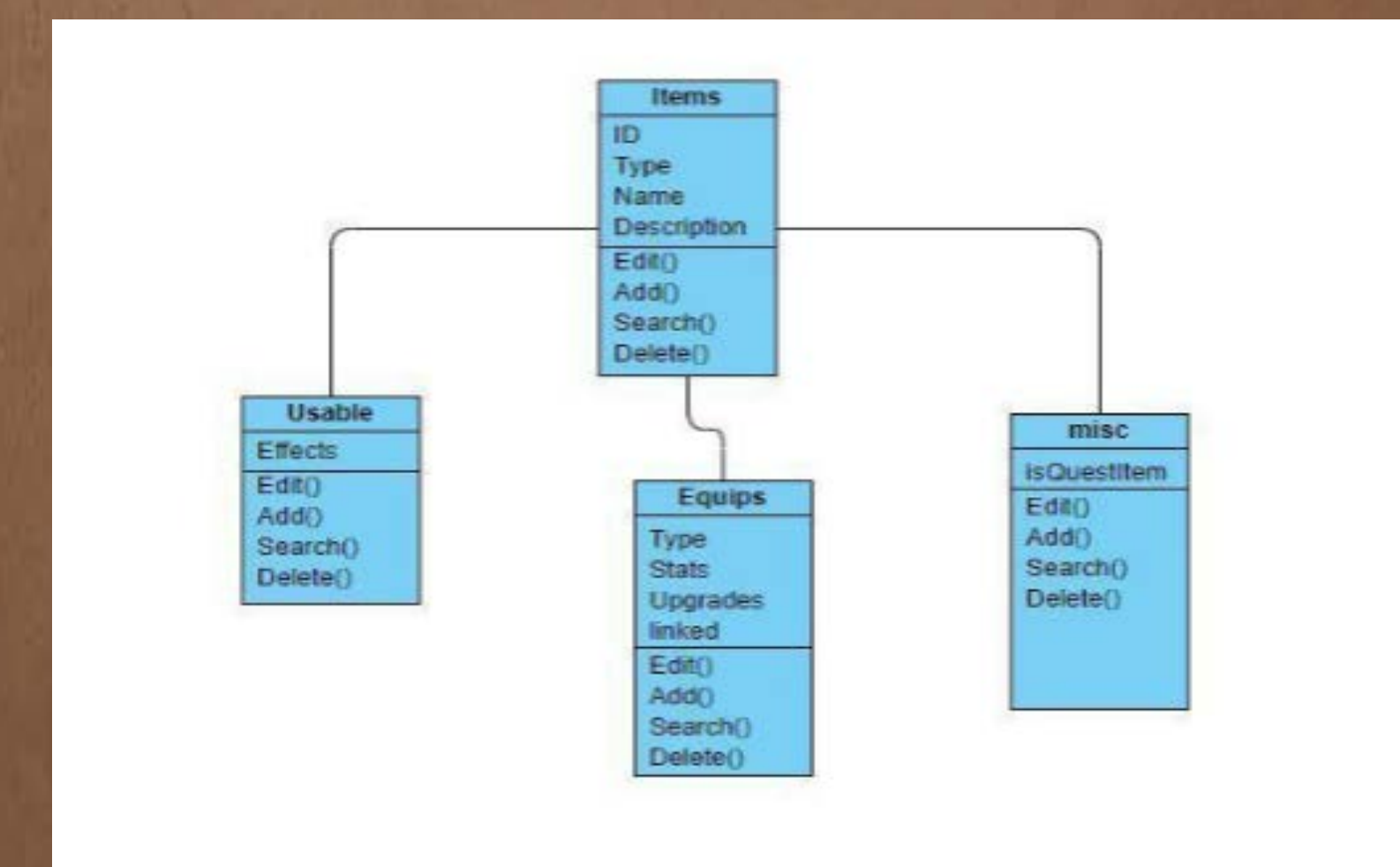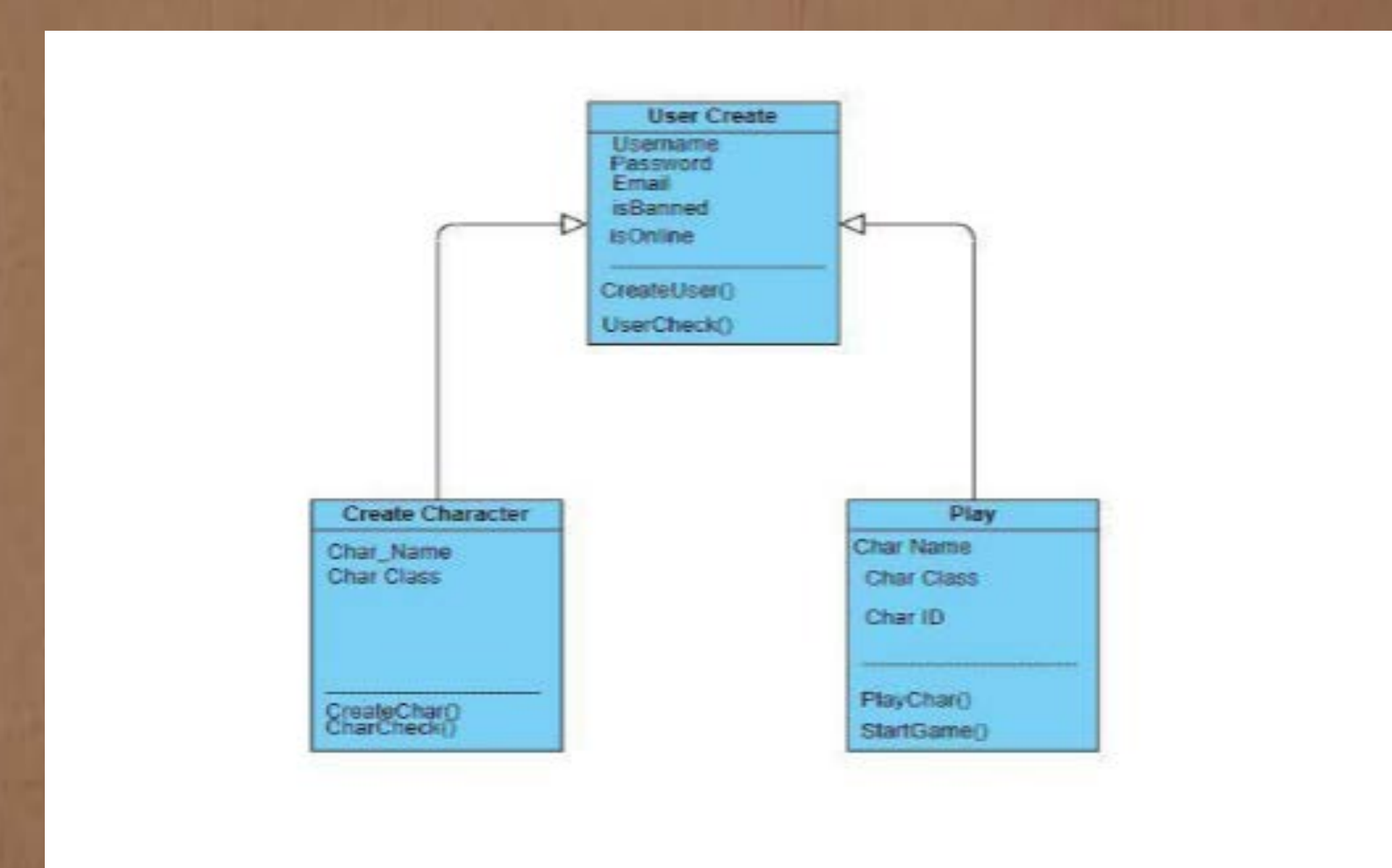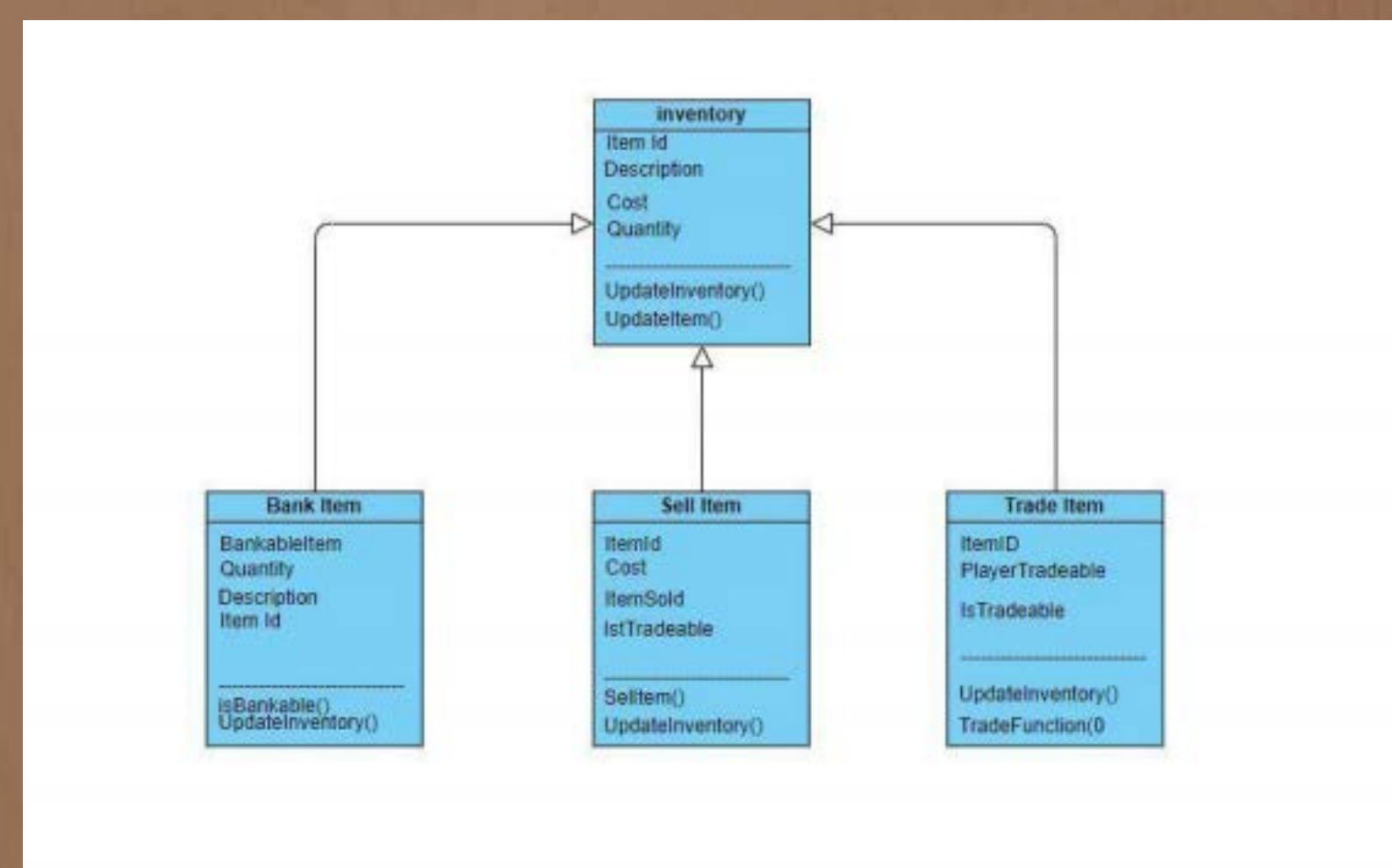
FEATURES

Online network so that the player can access his character save anywhere after registering and logging in.

After registering the player must create and choose a character to play and progress as.

With this open world comes quite a few quests that the player must complete to help progress through the game.

Shops are scattered around the map offering varying items such as food, weapons, quest items and rares.

After choosing an account the player is dropped into the hub world to start the adventure.

This map will have multiple quests, shops, monsters and other exciting items all over.

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