

# Unreal Warfare

**Genre:** FPS multiplayer game.

**Objective:** Capture the enemy's flag.

**Win condition:** First team to capture the enemy's flag 3 times wins.

**Engine:** Unreal Dev Kit

## Overview:

Unreal Warfare is a class based multiplayer game. Two space ports are warring against each other (Blue vs Red). Players can choose between 4 different classes (Assault, Scout, Sniper, Tech). This will allow players to focus on combat and mission objectives instead of item collection. Vehicles will be added to force teamwork to fight against them and give a need for techs.

I chose First person shooter for its accuracy. This will encourage long range combat and UDK does not have good close quarter weapons.

**Update:** I was not able to finish the anti tank vehicle weapon in time so I took out the airships.

## Classes:

- Assault: Rocket launcher, Flak Cannon, Chest Gaurd
- Scout: Hoverboard, less health, Shock Rifle
- Sniper: Sniper Rifle, pistol
- Tech: Anti-tank rocket launcher, Link gun (repairs vehicles and hurts people), thigh pads

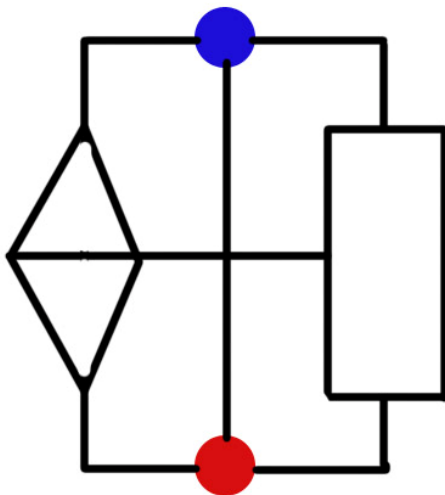
**Update:** UI screenshot



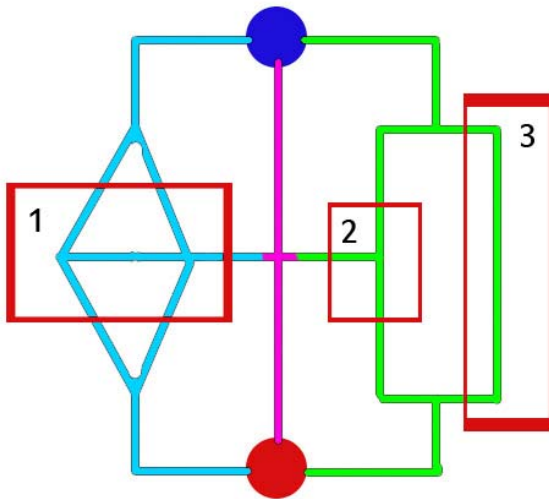
Update: UDK had all the weapon packages all stripped out to only 3 working ones. This number is too low to create a class system. Adding in a sniper rifle brings it up to 4 but still not enough. I'll take away the class system for now and just lay the weapons for pickup around the map.

## Flow map:

Flow Diagram for match



## Flow concept



### Blue Path:

- Interior power plant.
- Stealth route
- short to mid range combat
- Dark lighting and a lot of hard cover.

### Purple Path:

- Grass, hilly area.
- Quickest route to other base and quickest to defend. This will make it the highest conflict area.
- Long range combat, some sight cover and hard cover.
- Elevated high enough to kill any player who jumps off.
- Sniping positions over green path.
- A teleporter from the bottom of the base is connected to a teleporter at the top.

### Green Path:

- Beach, bright lit area, less cover
  - Long range combat
  - This path is accessible by vehicles
1. Ramps to a cavern that connects to greenpath and lifts that connect it to the purple path.

2. Ramp that allows green to move to purple path but too high and far away to be reachable by purple path. The top also has plenty of ammo and great anti sniper position to purple path.
3. Very open fast moving area. High risk but a great alternative for players running with the flag.

Update: Time test:

- Purple path takes 38 seconds to reach flag
- Blue 40 seconds
- Green 55 seconds by foot and 36 seconds by vehicle

Update Screen shots of paths at milestone:

