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Thread: [RB27 Game \[My Project Game\]](#)

SIM-964740 - November 18, 2016, 6:04 pm

Over the course of the year I undertook a 3D Design and Media course in which our final task was to create a fully functional game. I created something rather simple, a shoot 'em up where your task is to repair silos and fend from the waves of aliens (from drop ships). You would be able to tell there are a few bugs in from the little trailer I put together but it was enough done to submit and complete my course; further development of it is unlikely.

The trailers purpose is due to a showcase night where students projects will be shown so I independently made my own showcase video for submission. I'd like to see what you think, second time using Adobe After Effects so sorry about my dodgy editing, was a bit rushed as it needed to be done quickly.

TRAILER:

<https://youtu.be/ifnSbgn7DJ0>

Available in 1080p60

TL;DR: Media course project, made trailer for showcase night. Further dev unlikely.

Notes:

Engine: Unreal Engine 4.xx

Modelling/Animation: Maya 2015>

Textures: Photoshop CC

Some assets gathered from various unregistered online sources (incl. trees, foliage etc.).

[DISCLAIMER]

Trailer intro was made following a tutorial, after all, this project was all about educating myself.

Sajuuk - November 18, 2016, 11:21 pm

Make the main character have miniguns on his arms or something more exciting. And add recoil effects too, Goddamn.

And also: (-3) for using Unreal Engine and not coding your own shit it in its entirety. But (+3) for actually working on a 3D game.