Artefact Dev Report

Fight Dummies [Tech Demo]

Nathan Glover

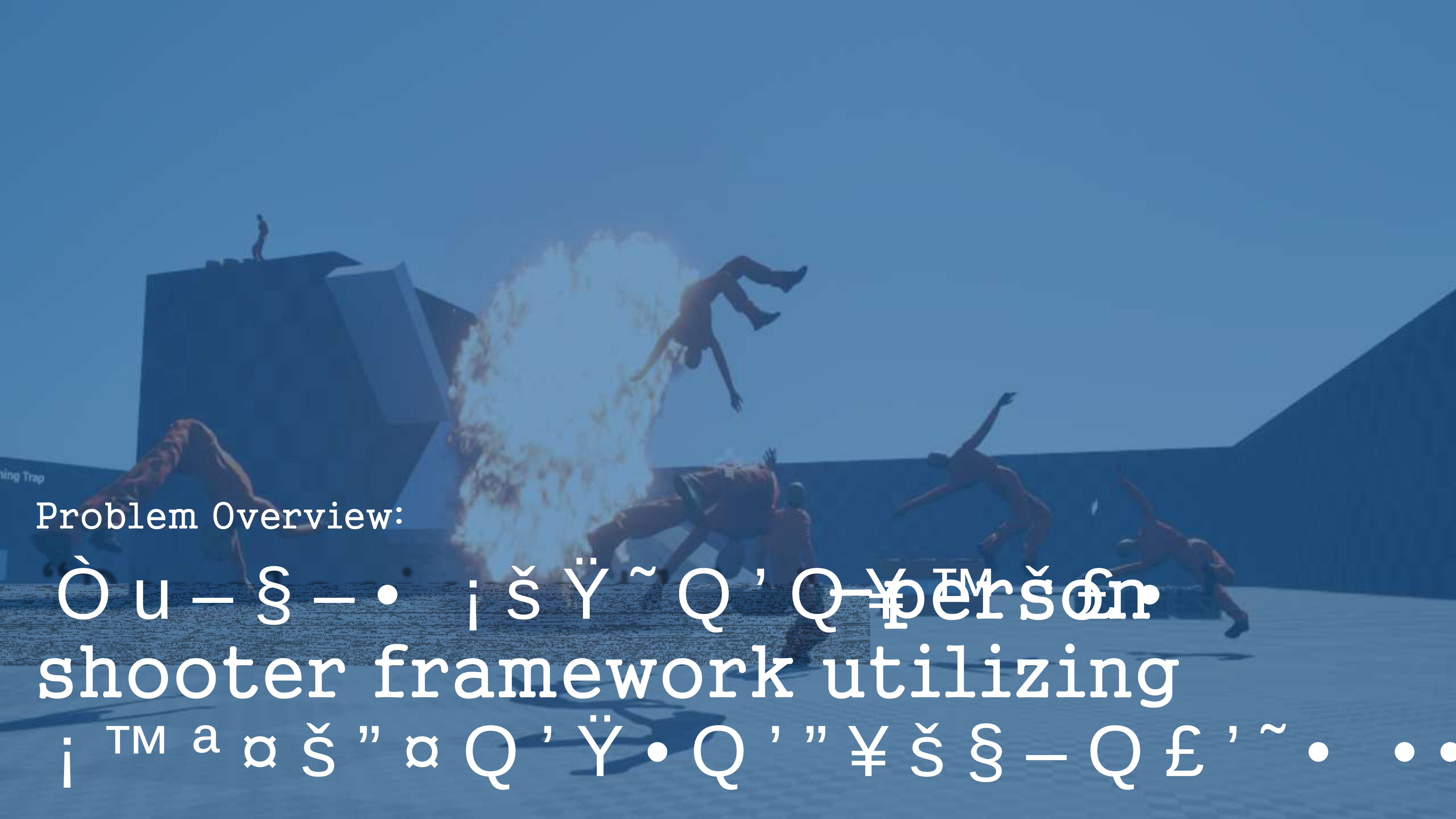
Contents

Overview

Research Methodology

Design Process

Artefact Development


Problem Overview:
Òu—§—• ¡šŸ˜Q’Q—¥™š£• person
shooter framework utilizing
¡™ª¤š”¤Q’Ÿ•Q’”¥š§—Q£’˜• ••

Tutorials

https://youtu.be/jJfVToTNK_M?si=-UJ1KD4VnVTfTBJu

Asset Packs (all free and sourced with appropriate licenses)

Environment - Rock Collection 04

https://www.fab.com/listings/a51e61ac-98fa-4c54-ab23-fc533687afb7 -

Industry Props Pack 6

https://www.fab.com/listings/b5603e44-e1b0-4346-9c3d-04887aa9f87d -

Niagara Explosion Pack_1

https://www.fab.com/listings/a48b3fa2-2ebf-42c2-8892-fa20a1eff289 -

Dummy and Y Bot models sourced from Mixamo.com

All animations used provided free of charge by Mixamo.com