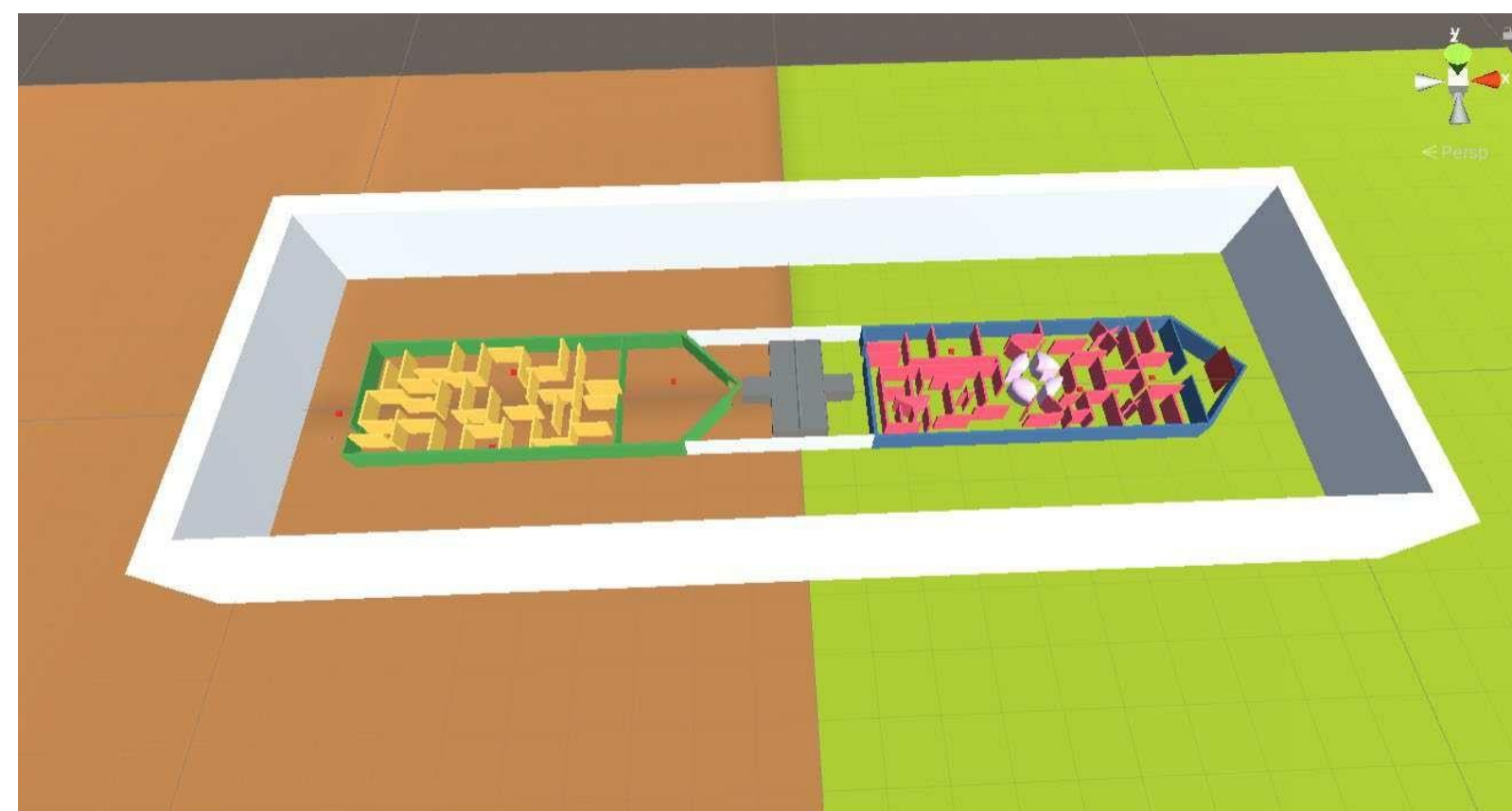# Abscond Runner
Jabari & Jeremiah, Harrisburg University

About

Our assignment was to create an idea of what type of game we would like to develop. We as a team decided to create a game similar to an iconic movie called "The Maze Runner".

Unity

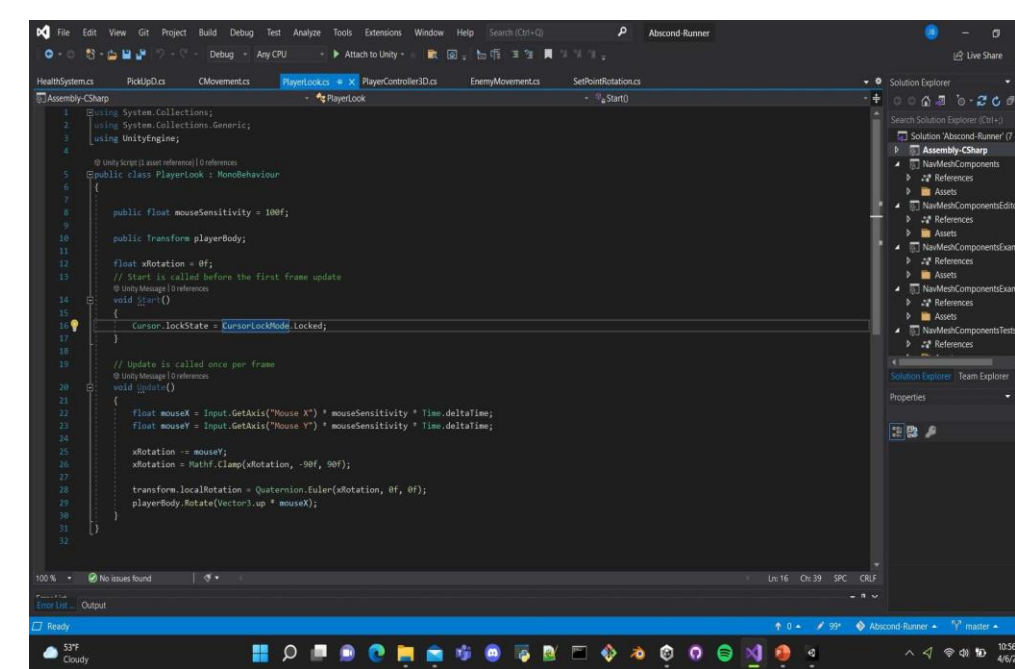We were given 7 ½ weeks to develop our game in Unity. Here is a Screenshot of our game in Unity.

Unreal Engine 4

We were given 7 ½ weeks to develop our game in Unreal4. Here is a Screenshot of our game in Unreal4.
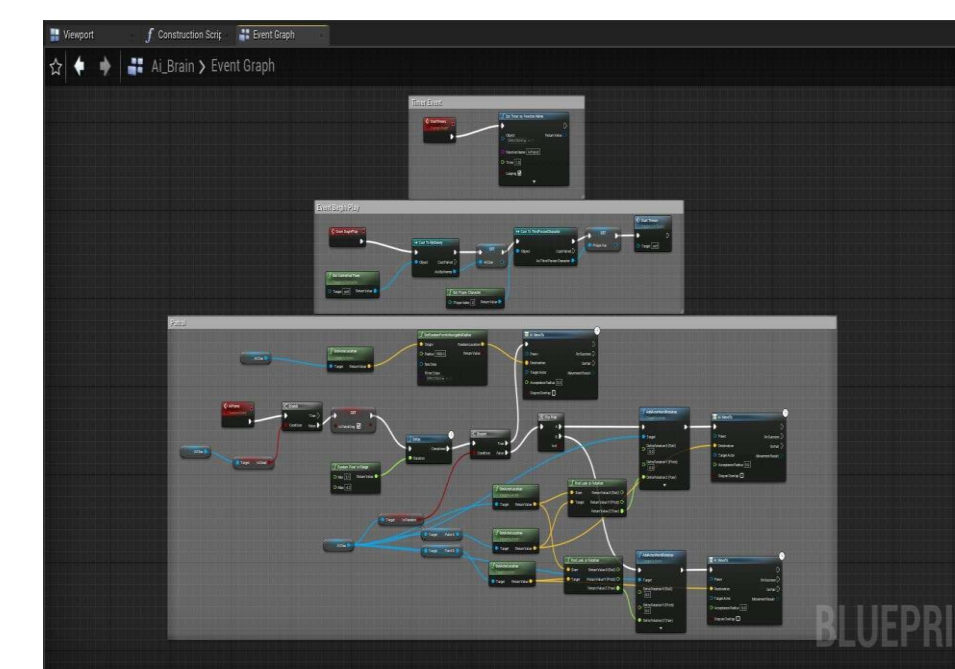
Background & Methods

Unity

We used visual studio as our editor in Unity to develop scripts in C# to have objects act as an AI and first-person player movement. Also develop scripts that enabled actions of other objects in the game.

Unreal Engine 4

We used blueprints in Unreal Engine to script what we wanted the enemy AI in our game to do as well as player movement, actions, and objects in the game.

Objective

Objective was to develop a game in Unity for the first half of the semester and develop the same game in Unreal for the second half of the semester. As a team we were able to deviate the work and develop a prototype of our game in Unity and in Unreal Engine.
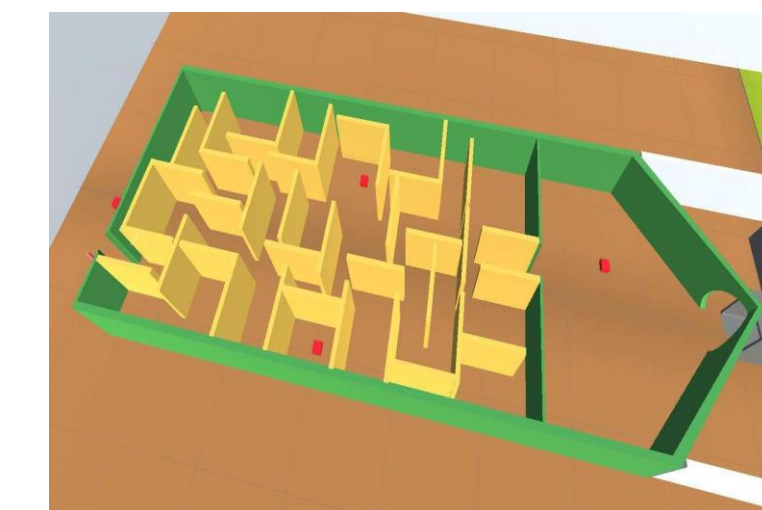

Goal

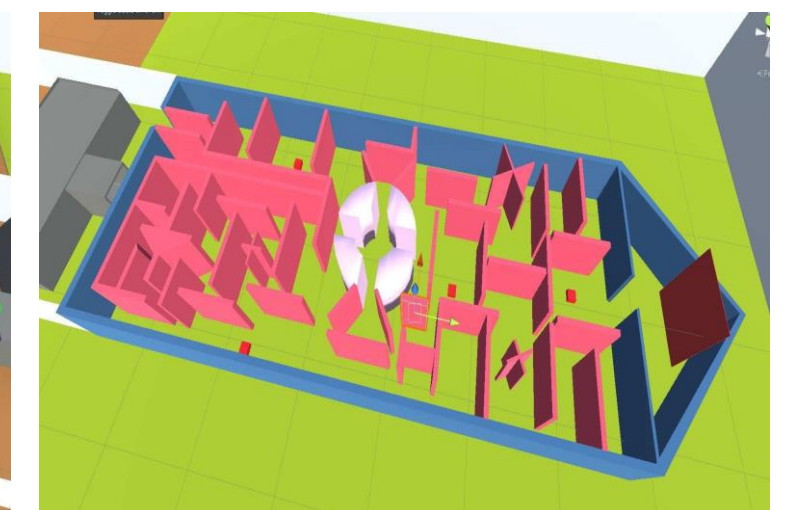Have a game that operates how we envisioned in Unity and in Unreal.

Conclusions

Unity

Maze 1   Maze 2

Aesthetically bland, but given the timeframe, we got the game operational with a few things that need patching for it to be a fully functional game.

Unreal Engine 4

Aesthetically appealing and have characters and enemies with animations. Design of Maze is slightly different from Unity and the game in this engine has multiple levels and a UI for the player and Enemies.