THE HUDSON REPORT

A 3D action adventure horror game in Unreal Engine 4

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Abstract

The video game industry is one that constantly grows throughout the years giving the possibility of more jobs to be available. It also is an industry that has proven to bring a good economic impact that will keep growing throughout the years. Therefore, for this thesis the purpose was to develop a small action-adventure horror 3rd person shooter game named *The Hudson Report*. This game will only have one level in which the main goal will be for the player to reach a specific point. Furthermore, it won't be as simple as walking or running toward said objective. As the player proceeds through the level he will encounter several enemy AIs that will attempt to prevent him from reaching to the destination. Therefore, the only way for the level to end is if the player reaches the objective or if he gets killed by the enemy. This game is developed with the inspiration of games like the Resident Evil series and the Last of Us.

Tools

- Unreal Engine 4 v4.14
- Adobe After Effects CC2017
- Cinema4D R14
- Audacity
- Vegas Pro 14

Game Story Summary

In the year 2019 after a small breakout of a virus called the *Sylophus Virus* hits the city Western Oak in Idaho, US; the government decides to quarantine the area and prevent anybody from entering or leaving. The story follows a guy named Caleb Bowman, a member of the task force assigned to rescue Dr. Owen Hudson after communication with him was lost. Dr. Hudson currently has the latest reports regarding the virus outbreak and possible cure. This classified and high priority report it's what is known as The Hudson Report.
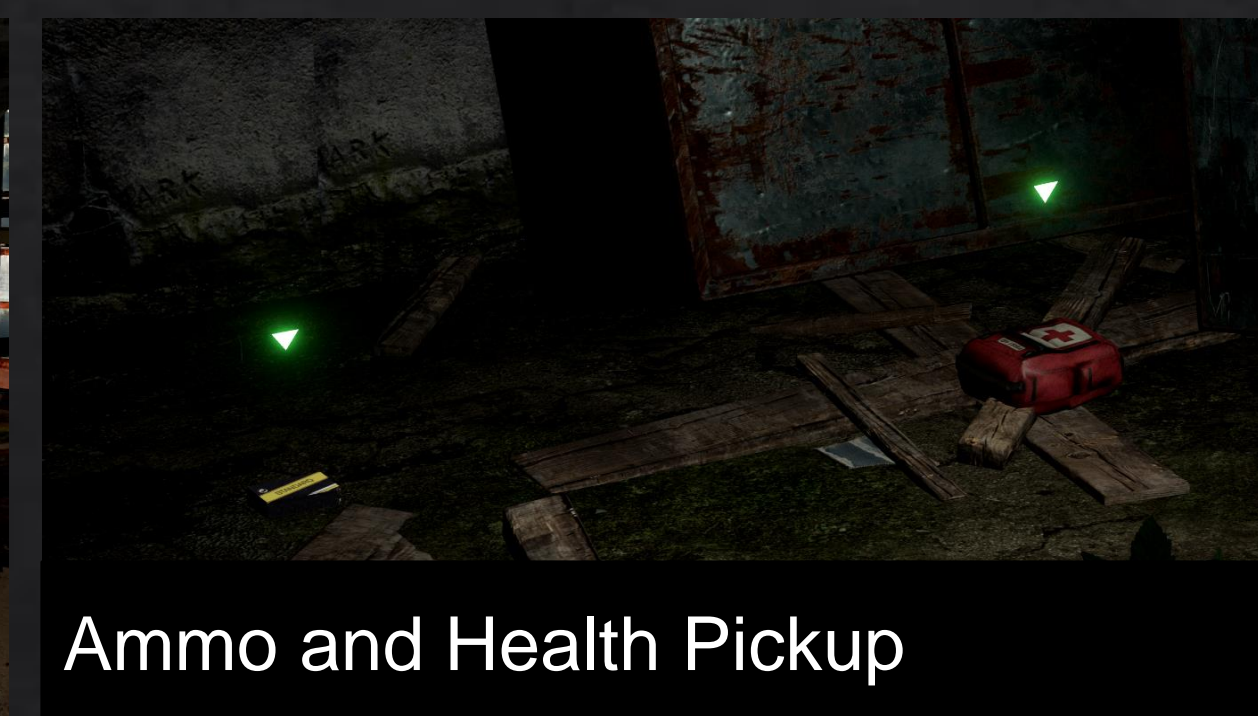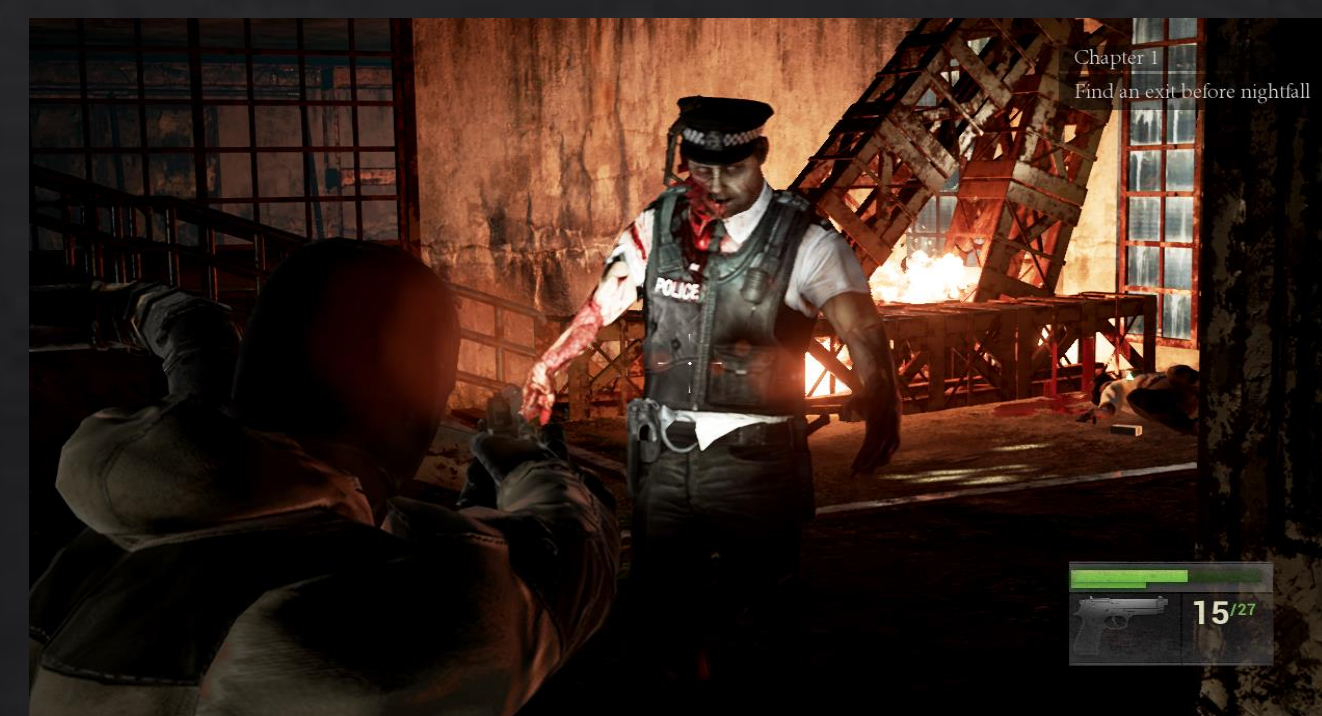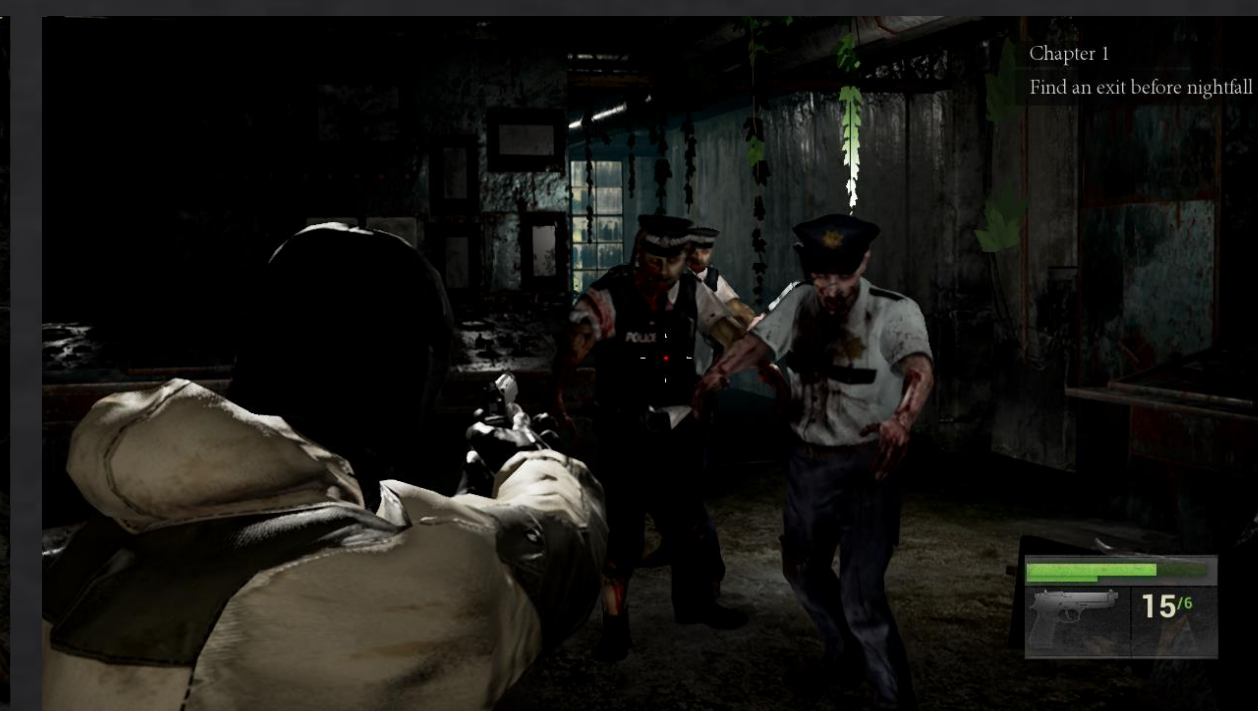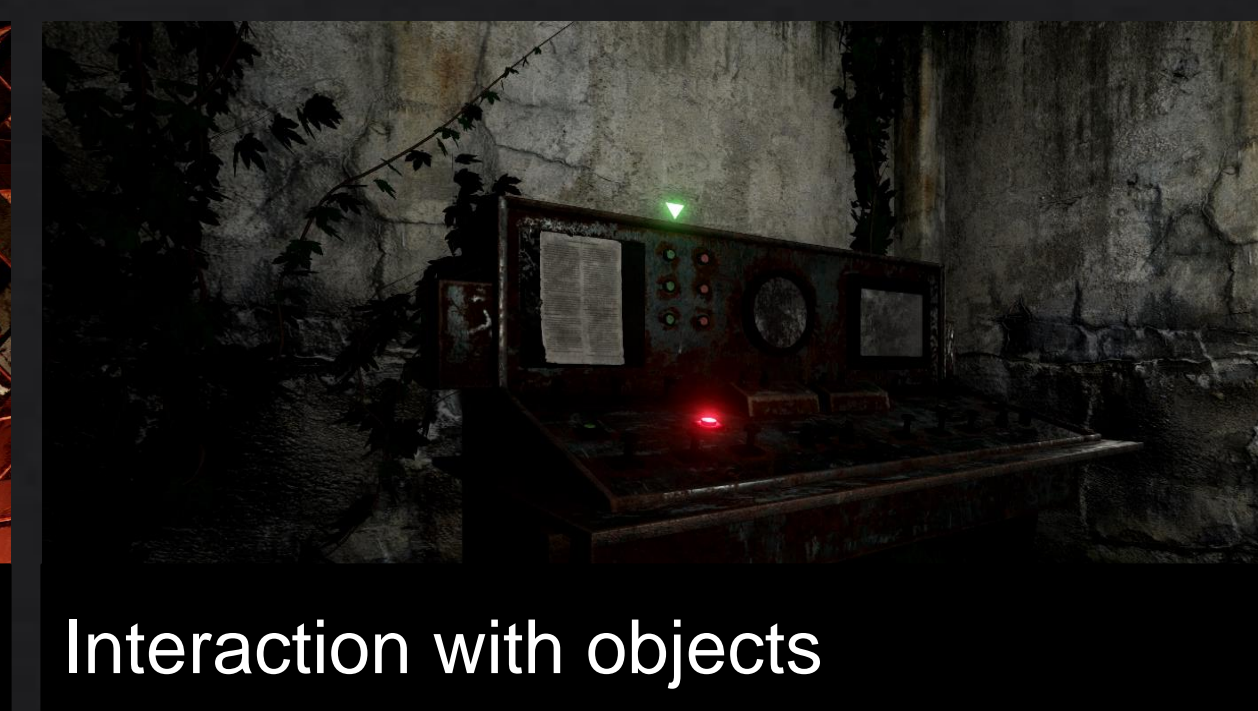
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Development

Game Controls
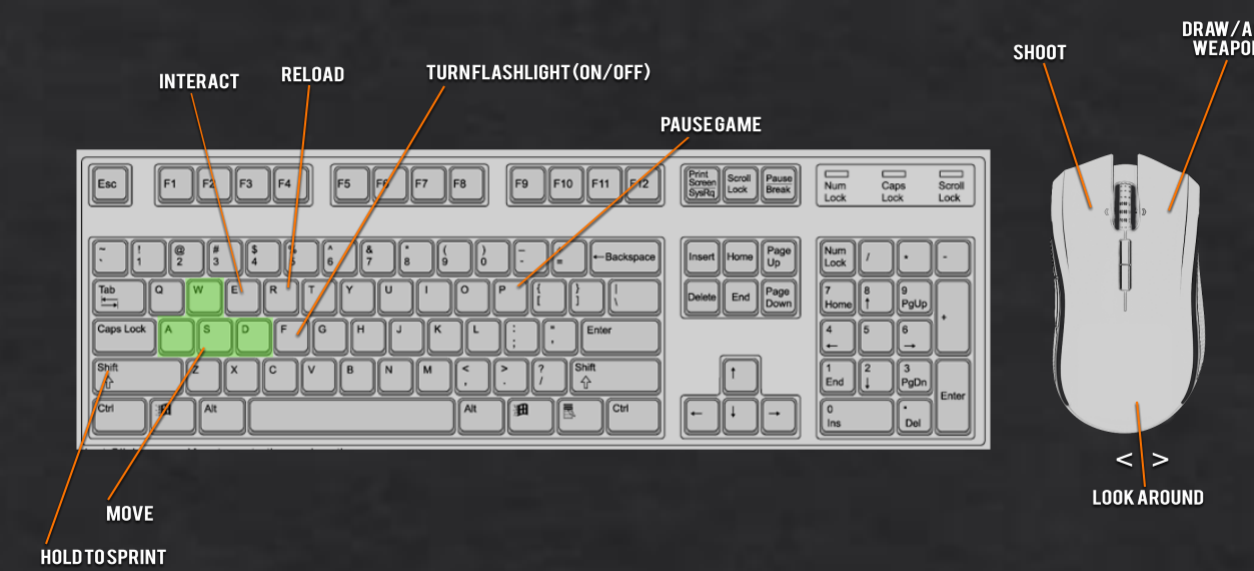
Main Menu

Gameplay

Ammo and Health Pickup

The Infected (Enemies)

Interaction with objects

For a gameplay video preview please visit the YouTube channel Angros Creations

Artwork Images

Future Work

- Create more characters for the story.
- Finish writing the story.
- Develop more levels and enemies.
- Fix any bugs that might still occur.
- Improve the animations to be more smooth looking.
- Add more weapons
- Complete the game development.

References

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Acknowledgments

Angros Creations Studios
youtube.com/AngrosCreations