

Monster Land

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The development of modern computer technologies has significantly transformed the approaches to creating digital entertainment products, resulting in video games evolving into complex interactive systems that integrate programming, artificial intelligence, graphical modeling, and user experience design. In this context, modern game engines play a crucial role, with Unreal Engine 5 (UE5) being considered one of the most advanced.

The main challenge of the project is to design a gameplay system that simultaneously ensures high visual quality, responsive artificial intelligence, and well-structured gameplay mechanics while maintaining optimal performance. To address this challenge, the project utilizes the advanced capabilities of Unreal Engine 5, including Nanite and Lumen for visual realism, as well as the Blueprint system and C++ integration for implementing game logic and AI behavior.

The project aims to develop a Mini MVP version that includes interactive player mechanics, AI systems that respond dynamically to player actions, and environmental interaction. The expected outcome is a stable and adaptive gameplay system that can serve both educational purposes and as a foundation for further development.