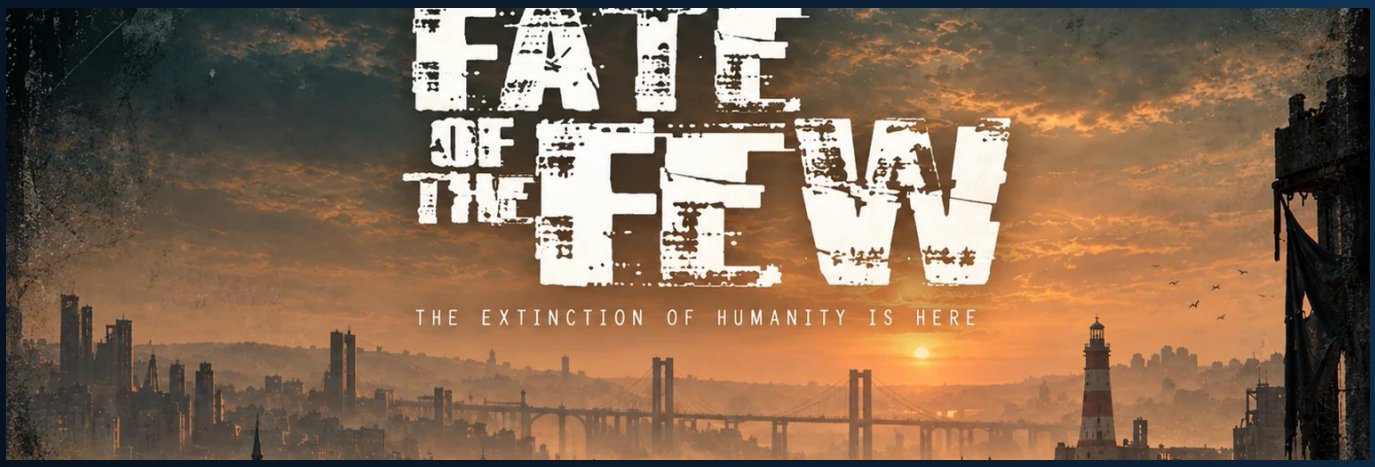
DIGITAL SHIFT

CASE STUDY

INTERACTIVE SYSTEMS R&D / 2020-2026

Fate of the Few

Integrating complex gameplay systems in Unreal Engine



Illustrative cover artwork from the published case study

WORKFLOW

Design systems → Prototype → Integrate → Test together → Iterate

The challenge

Gameplay systems can work well on their own and still clash when combined. Fate of the Few is an independent Unreal Engine project that explores how AI, traversal, inventory and other systems can work together in a playable environment.

Discovery

Digital SHIFT founder Marc Thornton leads product direction, prototypes in Unreal Engine and coordinates specialist development. The research has covered AI perception and navigation, procedural world-building and the relationships between movement, interactions and equipment.

What changed

The project remains in independent development and includes a technical demonstration. It has become a practical testbed for diagnosing interactions between systems and deciding where to reuse, adapt or commission specialist technology.



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Read the online case study

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