

In the history of the gaming industry, there are really few games capable of loading content on the fly, let alone when the games are story-driven and designed for a single player. This thesis provides an example implementation of a comprehensive game in Unreal Engine, 3D models, and a dynamic soundtrack. The output is a playable, coherent story pieced into five genre and dynamic different levels. The project introduces an interface for loading new content on the fly, systems of dialogues, cutscenes, quick time events, and object interaction. Along with this, in detail are addressed problems and pitfalls in creating a game and graphics in Unreal Engine 5.