

Halo Clone






Who we are

- Connor
- Adam
- Lucas
- Dylan



Project Description

- Create a multiplayer FPS
- FPS designed to emulate old school Halo
- Learn basic Unity and C# practices
- Project Time Goals



Changes Since Midterm

Short Answer: A Lot

Long Answer:

- Multiple Maps
 - Blood Gulch
 - Crash Landing
 - Close Quarters
 - Arena
- Player Settings
 - Volume for: Master, Music, SFX
 - Resolution
 - Fullscreen
 - Mouse Sensitivity
 - Username
- Modeled Weapons
 - Sniper
 - Pistol
 - Rifle
 - Rocket Launcher
 - Shotgun
- Modeled Characters
- Animated Characters
- HUD
 - Health
 - Shield Regeneration
- Leaderboard
 - Team Deathmatch
 - Free For All
- Match Specific Settings
 - Restricting all weapons
 - Restricting individual weapons
 - Match Length
 - Team Deathmatch and Free For All
 - Different Match Endings
- Vehicles

Final Product
(For Real This Time)

