Game Development Presentation "Shooting Into Space"

by

SYED SAMEER KAZMI

MUHAMMAD ARSLAN

MUHAMMAD MIQDAD ALI

USMAN KHALID

Game Overview

- Engine: Unity3d
- Genre: Shooting, Adventures, Story, Endless
- Technology: Htc vive with Controller
- Theme: Shooting
- Modes: Story Mode & Endless

GAME CONTROLLER

SHOOT

GRIP

RELOAD

Main Character

Jrrr

Rose(Unlock)
Damage:20%
Reload Speed: slow
Maxbullet: 300 initially

Sand(Locked)
Damage:40%
Reload Speed: fast
Maxbullet: 700 initially

Dark Horse
It will destroy all the enemy ship and will take Jrrr and Giri'ma to thier home

Electric(Unlock)
Damage: 30%
Reload Speed: Medium
Maxbullet: 500 initially

Flare(unlock after 100 gameplay score)
Shoot to call Dark Horse for Help

ENEMIES

Sharpshooter
Damage: 5
Speed: Slow
Shoot Fire: Fast

Grasscutter
Damage: 7
Speed: Medium
Shoot Fire: Medium

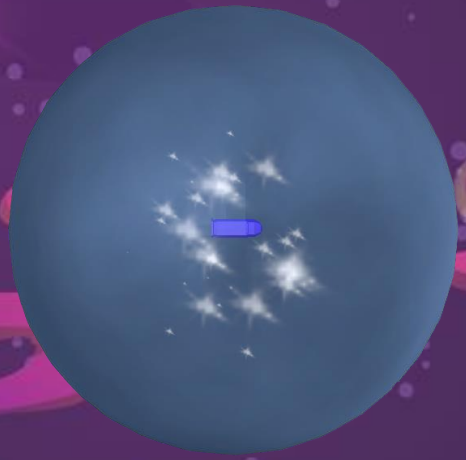
Lightingbuzz
Damage: 6
Speed: Fast
Shoot Fire: Slow

Minnion
Damage: 10
Speed: Medium
Dropout (Health & Bullets)

Minnion Dropouts

Health(Shoot to activate)
Increase Game Play health by 30

Rose Bullet(Shoot to activate)
Increase Rose Maxbullet by 5



Electric Bullet(Shoot to activate)
Increase Electric Maxbullet by 5

Sand Bullet(Shoot to activate)
Increase Sand Maxbullet by 5

Game Story

Background Story: Jrrr and Giri'ma Found each other on a dating site but due to being from different Planet they can't really be together so Jrrr decided to take his space ship and rescue the princess and facing obstacles in his way.

Current Story: Jrrr rescued the Princess but his space got crashed on Deserted Land unknown before he reached his home. So now he has to fight the Enemies Ships with His Guns in order to Protect himself and Giri'ma until Help Arrived from Omicron Persei 8(Dark Horse)

Endless

- User Can shoot down as much Enemy's spaceship as user like.
- User can set high score.
- Using that high score, he can earn points by which he can buy Guns and bullets.
  - 10 Game Play high score = 1 point.

Story Mode

- User must shoot down 100 of the Enemy's spaceships in order to activate flare gun option.

  - Those 100 spaceships must be in a single game play.
- After Flare Gun get activated shoot at it so Darkhorse can come and take you to your home country.
- 10 Game Play high score = 1 point.

Splash Screen

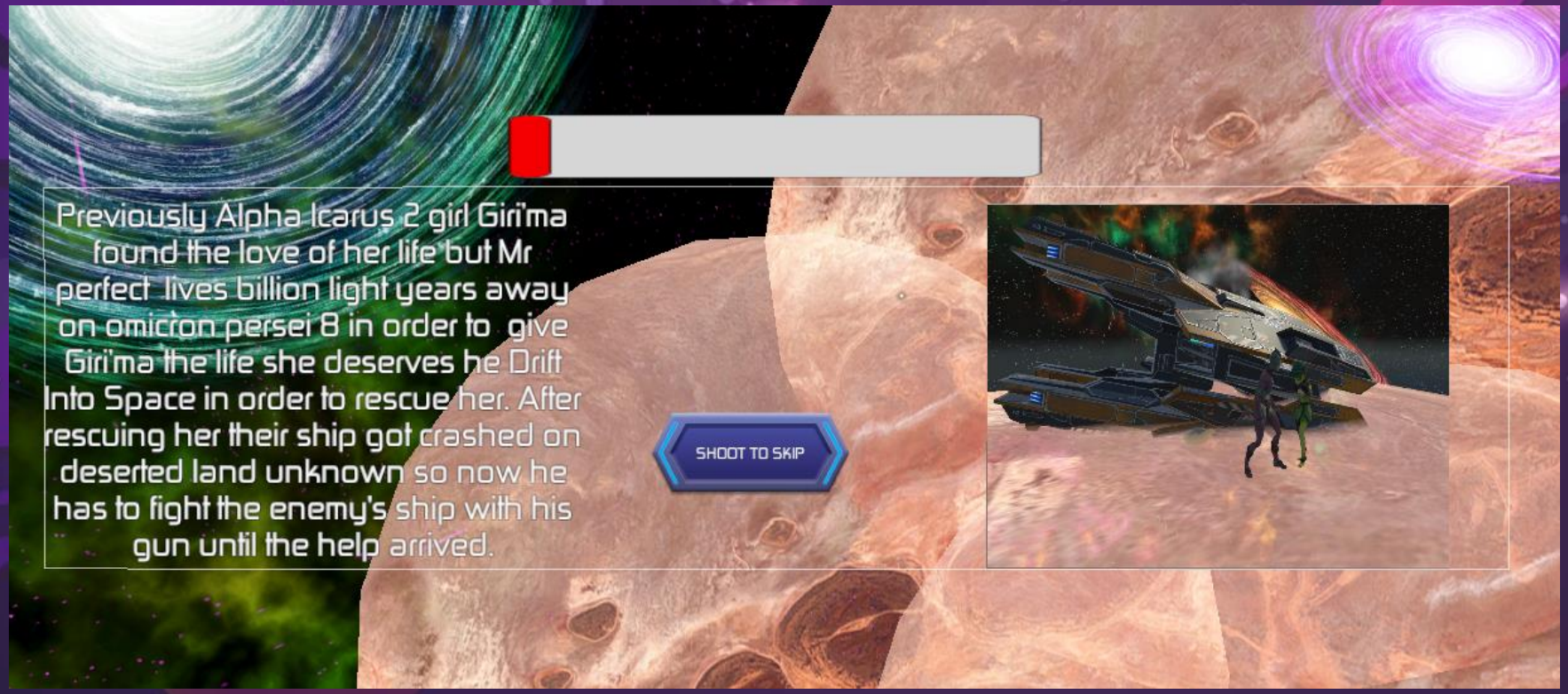
- First Screen in The Game this where you pickup your guns.

Main Menu

- Here you Choose your mode of game.
- Buy guns and bullets
- And game rule and objectives are explained.

Loading

- Game Story is told.

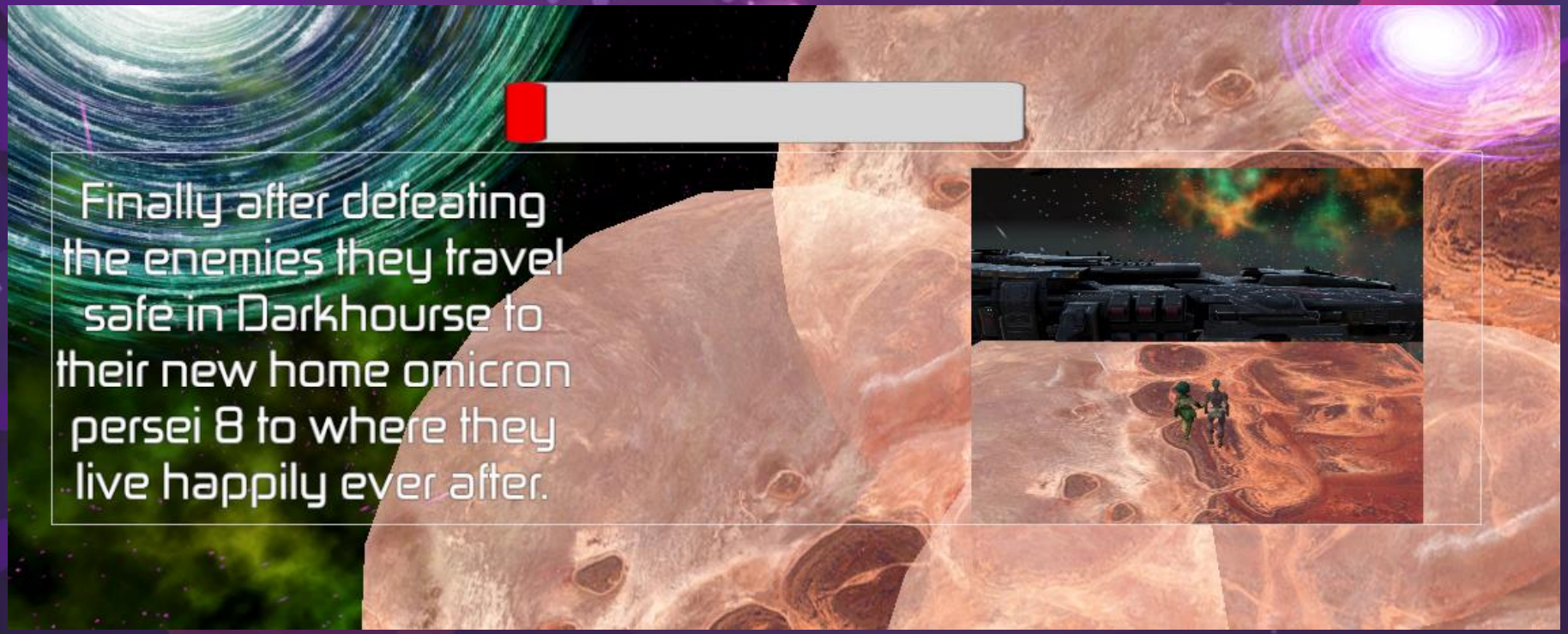


Main Game

- Here user will be The center of Attention.
- Enemy ships will be teleporting near you and then traveling to a certain distance to shoot at you.
- You must use your guns to shoot at them and score game play high score.

You Win

- After the game story is told.



THANK YOU

Reference

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