

Game Development Presentation

“Shooting star”

by

Syed sameer kazmi

Muhammad Arslan

Muhammad Miqdad Ali

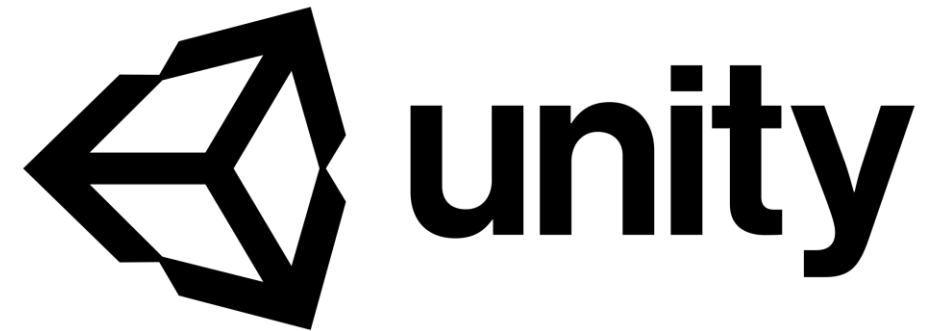
Usman Khalid

Task

Design and execution of VR PC game using HTC vive.



Made with



Requirements

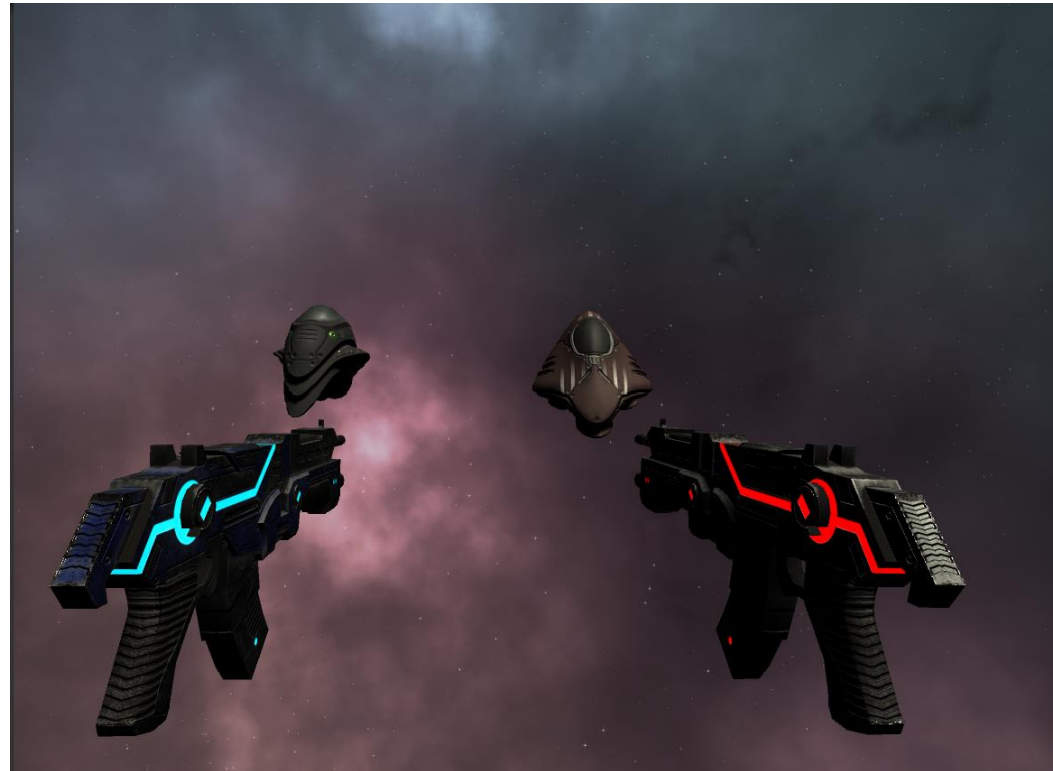
1. Unity3d
2. Pc
3. C#
4. VR MODULES
5. 3D-MODELING OF OBJECTS

IDEA

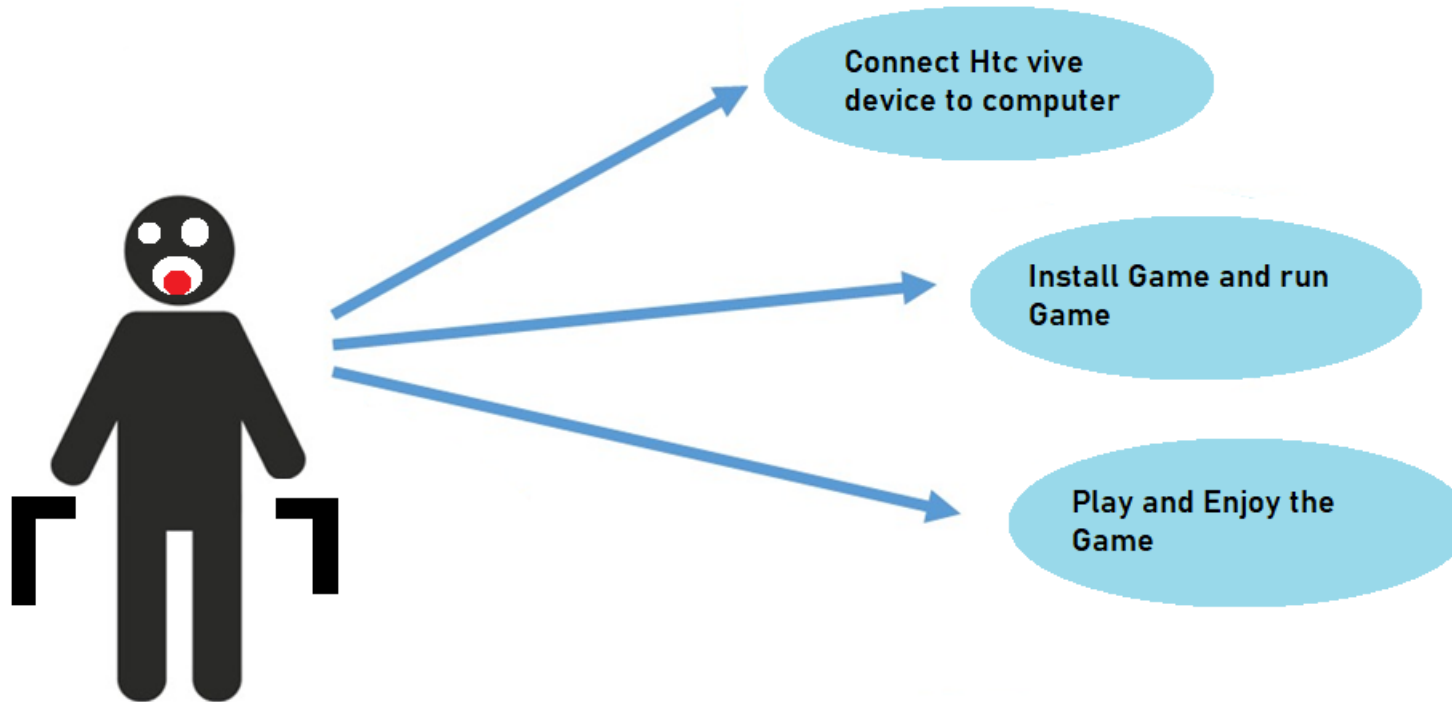
First person shooting game where a person is in space will shoot at enemies like space rocket and collect points which will be saved as high score and as many score you make it will be compare with your old score and new score will be saved. It will be an endless games with different environments and by achieving a certain amount of high score you can unlock new guns accordingly.

Targeted audience and Prototype

Age 16+



Use Case Diagram



Thank you