

MACHINE GUN RANGE:

GAME DESIGN DOCUMENT:

Project Description:

Machine Gun Range Game project is developed using Unity Game Engine. The language used for the development of this project is “C#”. The project file contains Assets such as C# scripts, prefabs, textures, sounds, animations, models, scenes and many more. Minigun Range is a 3D game specially designed for PCs. The gameplay Graphics is good enough and the controls are simple for the users.

Game Play:

The main objective of this game is to destroy all Enemies and there are other objects too which should be ignored by the player while shooting. This means the player should focus only on Enemies red object. You need to monitor the Life, Bullets, remaining time counter and set of enemies. The game time and bullets counter are displayed in the upper right corner of the screen whereas Life of the player and enemies life counter on the upper left corner. He/she must be careful while aiming the enemy targets. There are some Peaceful objects too and if the peaceful objects are destroyed it leads to decrement in player lives.

Art:

Graphics Elements and Audio Fragments of works were used in this 3D game application. Different pictures, and animations are integrated in the game environment to offer an exact image of the virtual location.

Music and Sound:

When you play the game, it will play music. If you shoot it will play music, and if you win or lose the game will play music.

Technical Specification:

You must have Unity3d installed on your computer in order to execute the project.

Conclusion:

Machine Gun Range is a 3D arcade game specially designed for PCs. This game is very useful if you have to develop target shooting skills because you have to shoot all the enemies 'red objects' and let go peaceful objects.