

Chapter 4

Game Outputs

4.1 Menu and UIs



Figure 4.1: Splash Screen

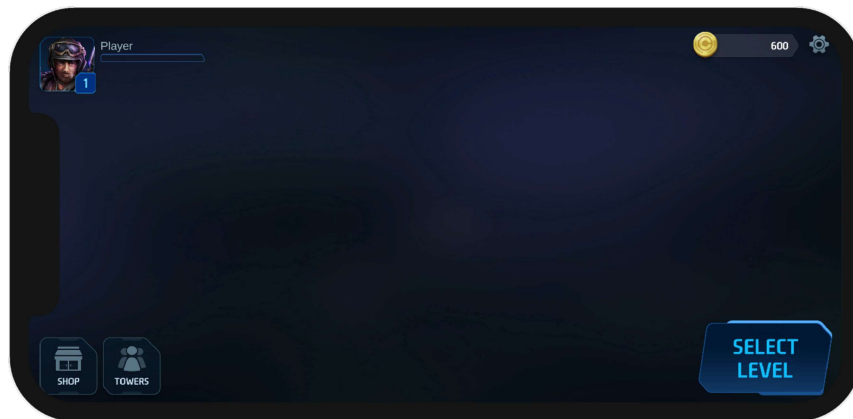


Figure 4.2: Main Menu Screen

4.2 Gameplay

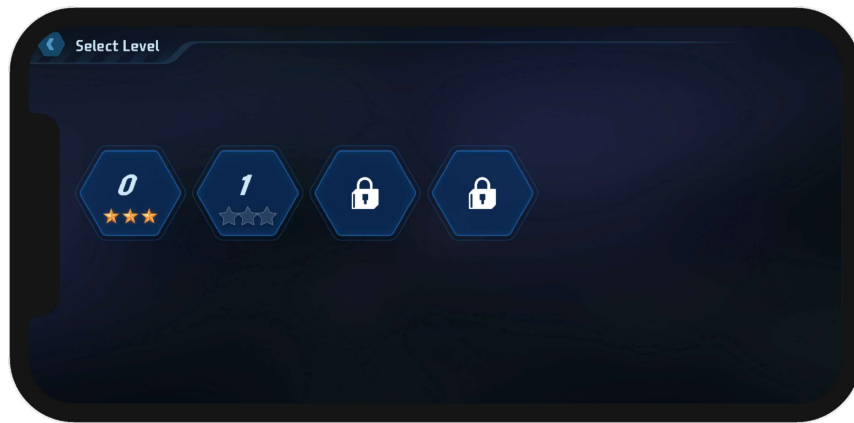


Figure 4.3: Level Select Screen



Figure 4.4: Select Tower Screen

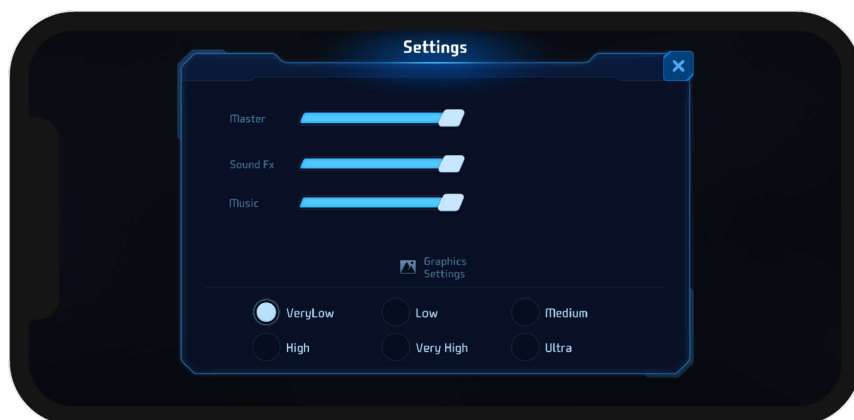


Figure 4.5: Settings Screen

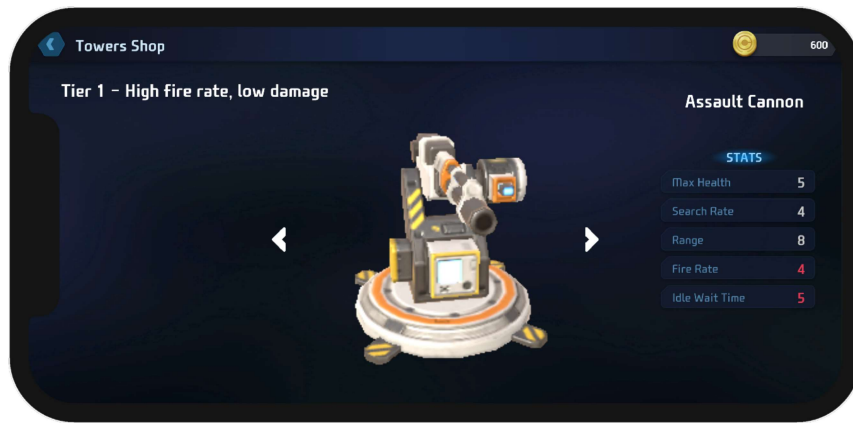


Figure 4.6: Tower Shop Screen

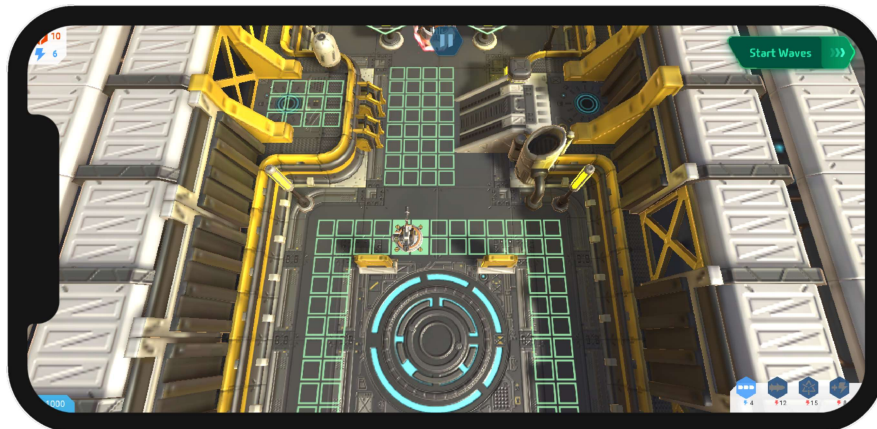


Figure 4.7: Gameplay Screenshot 1

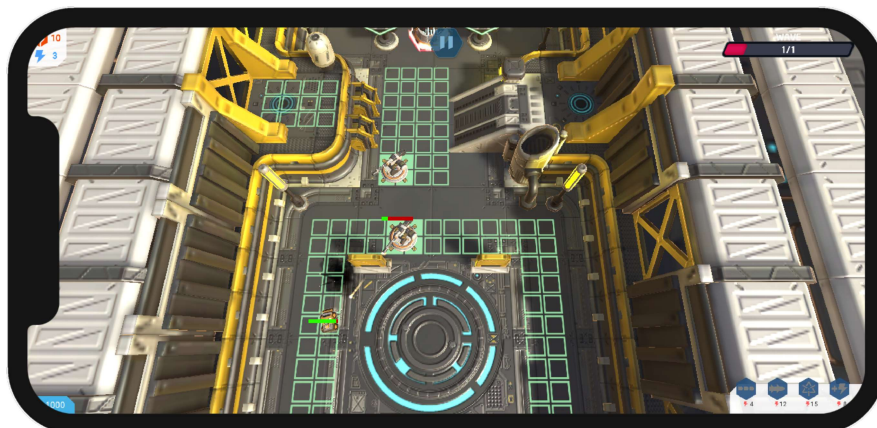


Figure 4.8: Gameplay Screenshot 2

Chapter 5

Technical Specifications

5.1 General Info

- **Engine:** Unity
- **Art Style:** Futuristic, sci-fi aesthetic with vibrant colors and sleek designs.
- **Audio:** Immersive sound effects and an original soundtrack to enhance the sci-fi atmosphere.
- **Platforms:** PC (Windows, macOS), Mobile (iOS, Android).

5.2 Topics Covered from subject

- C# Classes
- GameObject Instantiation
- Built-In Methods Like Update, Start, Awake etc
- Level Desig

5.3 Role of Each Member

- **Ali Asghar:** Main Lead Developer, responsible for designing the logic and game architecture.
- **Muhammad Sadeeq:** Co-Lead Developer, responsible for 3D environment and level designer.
- **Suleman Shah:** Level Designer, responsible for testing and making levels interesting.
- **Muhammad Shahab:** UI Designer, responsible for making interactive and eye-catching UI.

Chapter 6

Conclusion

This chapter gives the ending remarks and future work for our project.

6.1 Future Updates

- **Multiplayer Mode:** Co-op or competitive tower defense.
- **New Levels and Towers:** Expand the game with additional content.
- **Story Mode:** Introduce a narrative-driven campaign.

6.2 Final Remarks

Quantum Legacy is a visually stunning and strategically engaging tower defense game that combines sci-fi elements with addictive gameplay. With its unique towers, challenging levels, and robust progression system, it promises to captivate players and stand out in the tower defense genre.