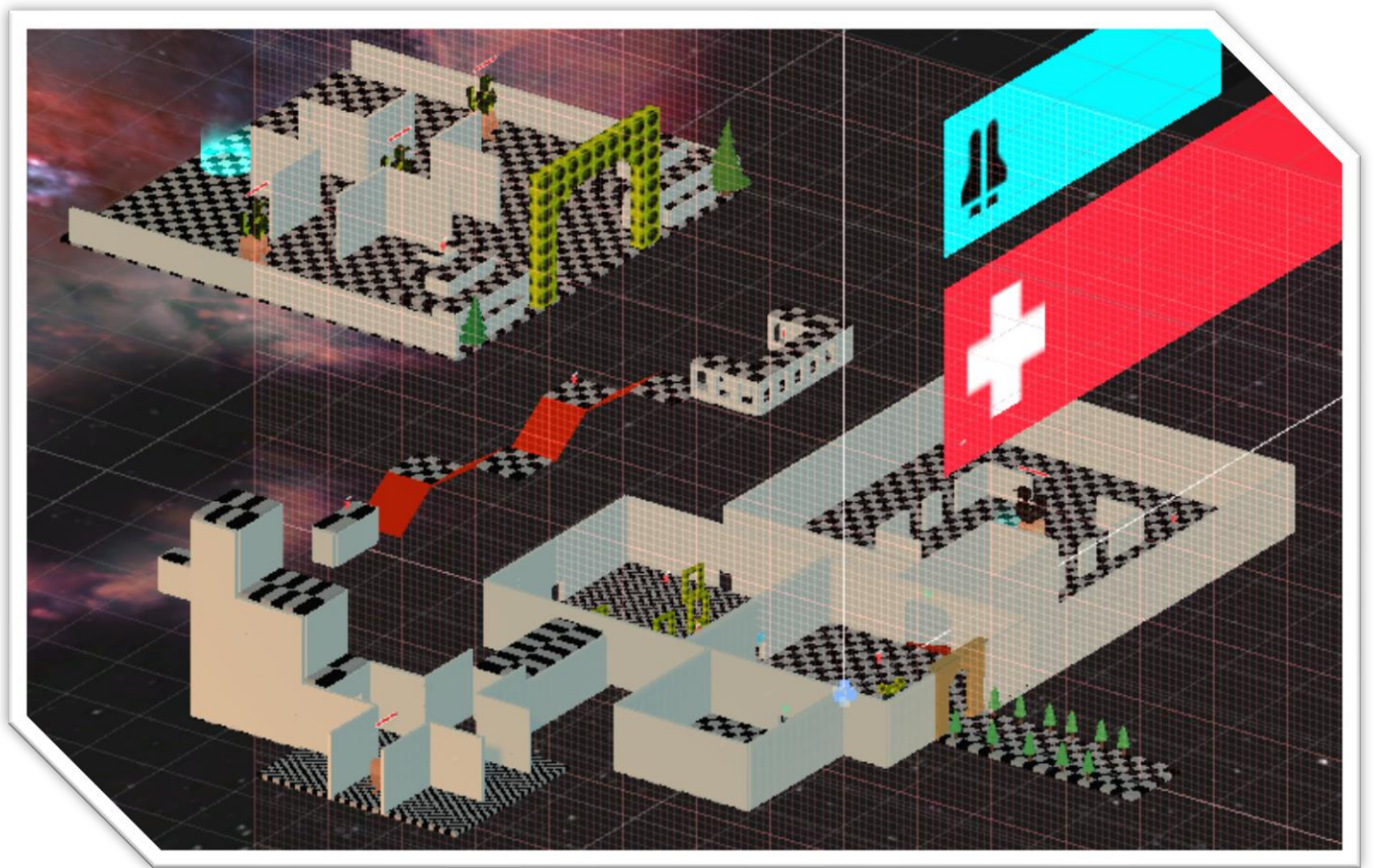


FPS Microgame Project



21/08/2020
CSE4VR

Darshan H S

Introduction

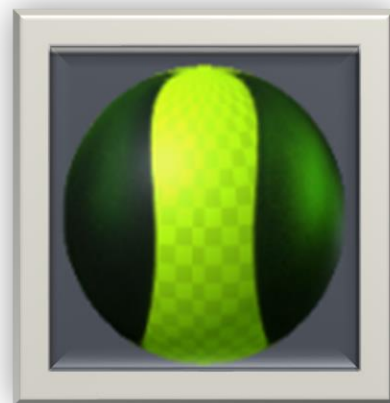
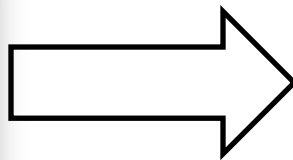
This is my new start to game development, through this period I have come across lot of new things. It has gradually enhanced my knowledge in Game Development. During this process I have come across two new applications Unity (game engine) and Blender.

Assignment check points:

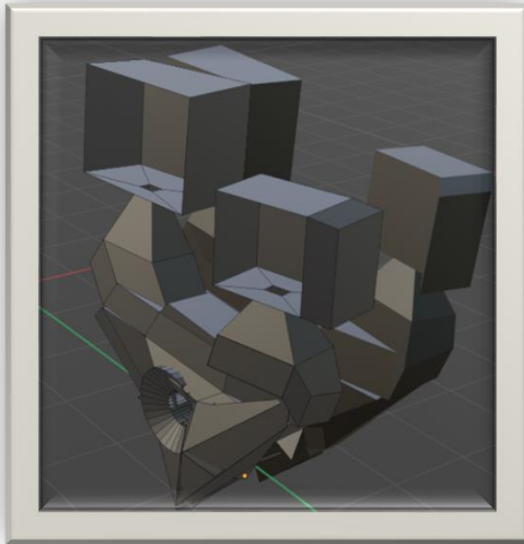
1. Blender Modeling: I have designed a Poly gun using blender, to enhance light around gun I have added a point light, so whenever Gun is being used, we will get surround point light.



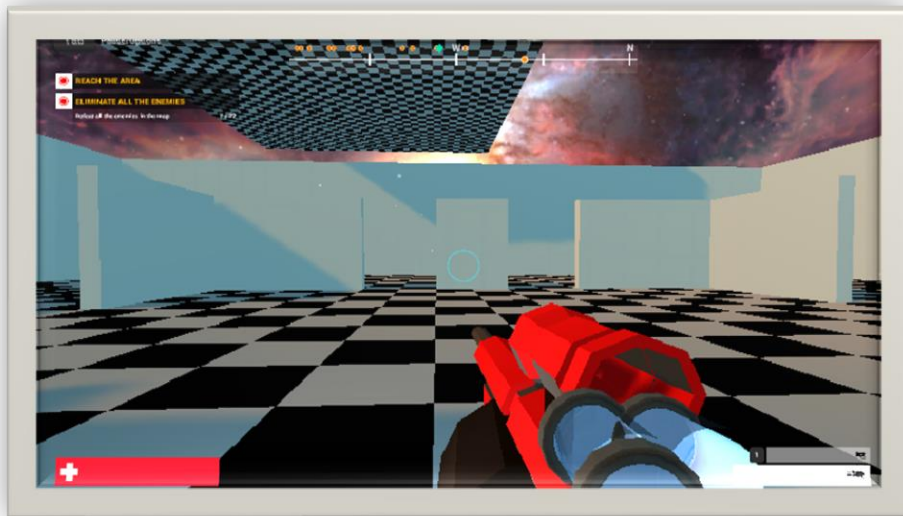
2. Texture mapping in FPS Microgame with an image: I have taken image from google to use texture mapping in the game. Below the reference image which I have used



3. Creating Enemy Model: I have tried to create an enemy model; it was difficult to use in bring into the game.



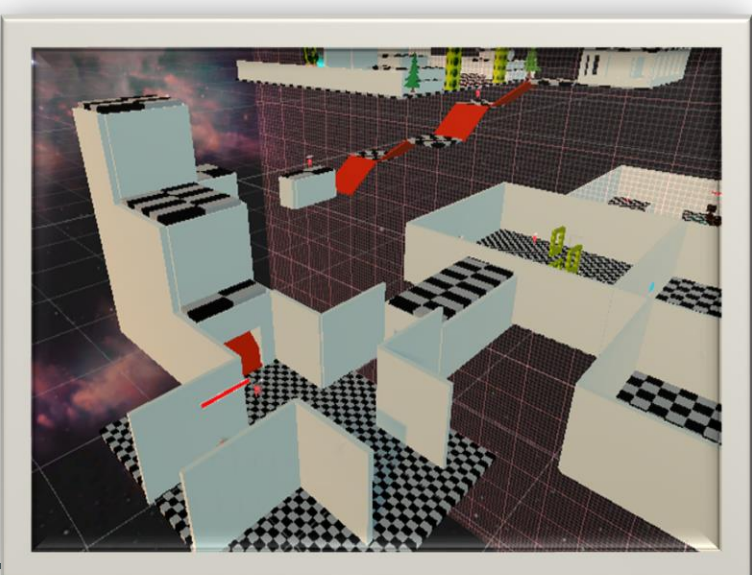
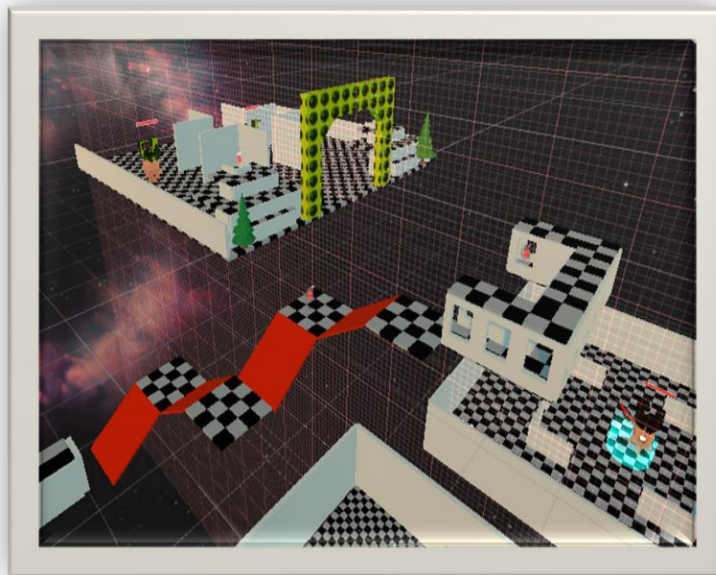
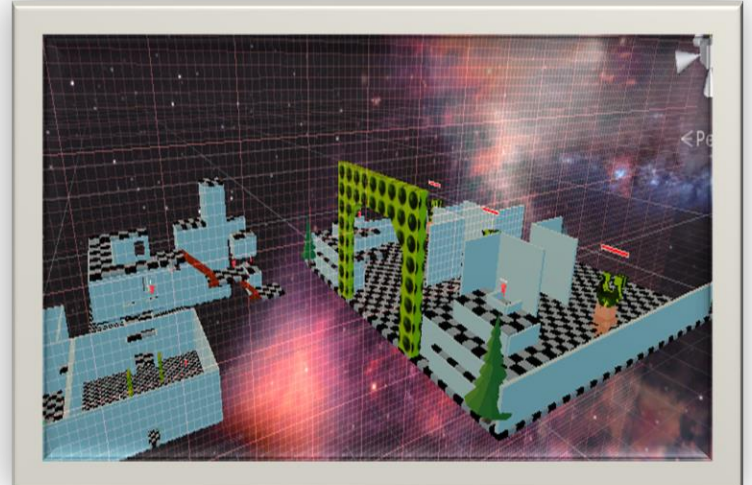
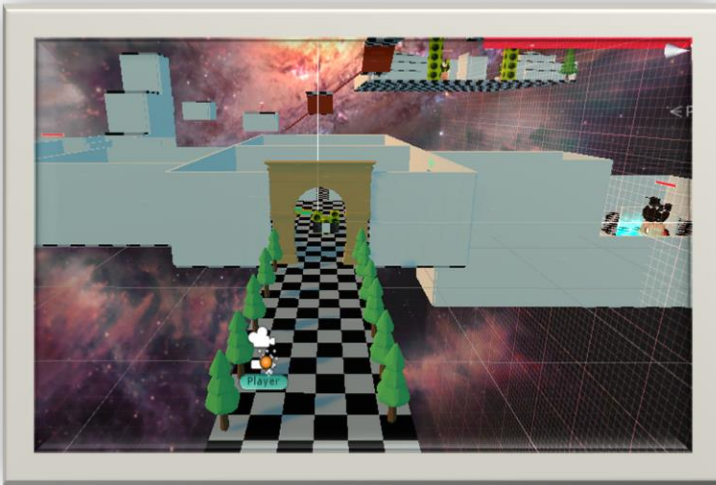
4. I have used my modeled poly gun in game, replaced it with a shot gun features and enhanced its powers.



- Downloaded free version of skybox in unity asset store.



- Added global music, in game manager to update the default one.
- Whenever we reached the last stage of the game, I have added spatial audio, with 3d sound
- Designed a basic level for my game



Apart from above experience, I have got use to blender and unity very well, probably the challenging was to use my modeled ploy gun in the game. Still lot of things to learn in Unity, I was not able to use or create any visual effects of my own. I hope I will use it for my next project looking forward to learn. I haven't done any code modifications, due lack of knowledge on platform, need more training on the same, this one for the major challenge I have come across this project. Other than this I have learnt lot of new things thanks for giving this opportunity.

References:

Audio reference:

- Most Epic Music Ever: "The Wolf and The Moon" by BrunuhVille
- By [HDSounDI](#)
- 🎵 Epic Chase Music 🎵 - Run (Copyright and Royalty Free)
- By [Ross Bugden](#)