

GLA UNIVERSITY, MATHURA

Department of Computer Engineering & Applications

Institute of Engineering & Technology



Mini project on TERMINATOR – FPS GAME

Submitted To:

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Submitted by:

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DECLARATION:

I hereby declare that this project work entitled "Terminator" has been prepared by our team during 2021-2022 under the guidance of Mr. Akash Kumar Choudhary, Technical Trainer, Department of Computer Science, GLA UNIVERSITY, MATHURA In the partial fulfilment of B. Tech degree prescribed by the college. I also declare that this project is the outcome of the effort of our team which includes Akash Nigam(191500074) and Deeksha Singh(191500241) that it has not been submitted to any other university or college or any other institute for the award of any degree.

We hereby declare that the project is done by us.

Thank You.

ACKNOWLEDGMENT

It gives a great sense of pleasure to present the synopsis of the Mini Project-I(Terminator-FPS game) undertaken during B. Tech 3rd Year. This project itself is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals.

We owe special debt of gratitude to Mr. Akash Kumar Choudhary ((Id Technical Trainer), for providing us with an encouraging platform to develop this project, who thus helped us in shaping our abilities towards a constructive goal and for his support and guidance to our work.

We don't like to miss the opportunity to acknowledge the contribution of the faculty members of the department for their kind guidance and operation.

INTRODUCTION

- WE are creating an FPS game. First-person shooter is a sub-genre of shooter video games centred on gun and other weapon-based combat in a first-person perspective, with the player experiencing the action through the eyes of the protagonist and controlling the player character in a three-dimensional space. The genre shares common traits with other shooter games, and in turn falls under the action game genre. It is an offline FPS game working as a web application.

ABOUT THE PROJECT:

- Like most shooter games, Terminator involves an avatar (VISION), one or more ranged weapons, and a varying number of enemies(ROBOTS). Because it take place in a 3D environment, the game tends to be somewhat more realistic than 2D shooter game, and have more accurate representations of gravity, lighting, sound and collisions. It is common to display the character's hands and weaponry in the main view, with a heads-up display showing health, ammunition and location details.
- We are creating the game in the Unity Game Engine.
- We have created the Gun in Blender and equipped the 3D models(enemies) from online sources.
- We have created a 3D high resolution graphics environment in Unity.
- And the language used for scripting is C#.

Primary Reason to choose this Project:

- The main reason to choose this project is the interest we developed in games. We wanted to create something unique from others as mainly everyone is creating web or android applications, we wanted to explore something different from that. And being a software engineer how games are created was in our mind , so we decided to make a game.

THE MAIN OBJECTIVE OF THE PROJECT:

The main objective of the project is to make an easy to play offline FPS game which will develop a different skill apart from android and web development.

SCOPE OF THIS PROJECT:

- Gaming has become one of the main sources of entertainment for the youngsters currently. With the rise of virtual reality technology, we tried to implement our visualisation into a game.

WORKING METHODOLOGY:

- Our methodology is designed to entertain you by providing an easy to play FPS game. It incorporates all aspects related to our game and allows us to ensure that the final product is of the highest standards. We ensure that all your deliveries will be completed in time, within budget also we will try to solve each and every problem efficiently

SYSTEM REQUIREMENTS:

- PC/Laptop
- Operating System: Windows 7/8/9/10/11 or Linux
- Graphic card

HARDWARE REQUIREMENTS:

- 20GB OF HARD DISK
- Processor i3 or later
- RAM 4GB or more

Listing Out testing technology

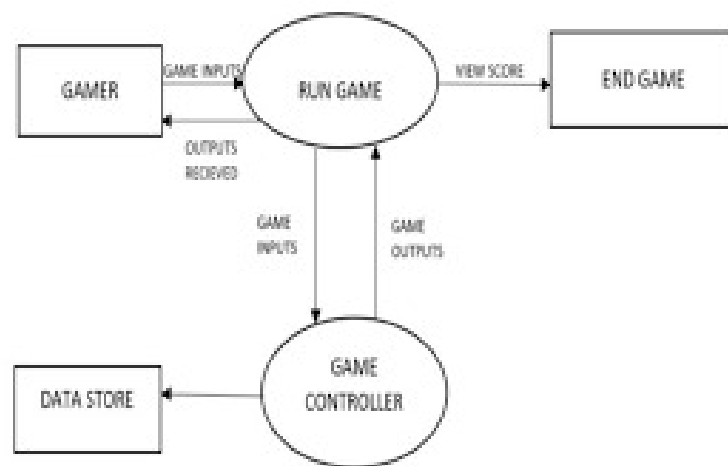
Frontend:

- Unity Game Engine
- Blender
- Visual Studio Code

Backend:

- C#

Data Flow Diagram:



MODULE DESCRIPTION:

First module : the welcome game interface

Second module: The story line

Third module: The final game UI

