This is my final year project for 3D graphics and audio in second year. Using 3D in XNA proved to be challenging and rather limiting. The project had several physics based and graphical requirements such as a night and day lighting system and particle effects.

controls: W/S = Forward/Back

A/D = Rotate body left/right

O/P = Rotate gun left/right

1/2/3 on keypad = different map views.