**MINI PROJECT**

## (2019-20)

**Eldritch Nightmare**

## **SYNOPSIS**



**Institute of Engineering & Technology**

### Submitted to: Submitted by:

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# Acknowledgment

It gives us a great sense of pleasure to present the synopsis of the B.Tech Mini Project (Blitz Fire) undertaken during B.Tech IIIrd Year. This project in 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. Vinay Agrawal, Assistant Professor Department of CEA, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work. His sincerity, thoroughness and perseverance is been a constant source of inspiration for us. We believe that he will shower us with all his extensively experienced ideas and insightful comments at different stages of the project & also taught us about the latest industry-oriented technologies.

We also do not like to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

**The Project**

**2D Top - Down Shooter**

**Aim/Objective**

The main Aim of this project is to gain basic knowledge about the working of the Unity Game Engine in order to develop games in future for learning and marketing purpose.

**Introduction**

**What is a video game?**

A game played by electronically

manipulating images produced by

a computer program on a monitor

or other display.

**Types of game**

• 2D games

• Parallel Projection

• Top-down perspective

• Side-scrolling game

• 3D games

• First-person perspective

• Third-person perspective

**Game development**

Game Development is the art of creating games and describes the design, development and release of a game. It may involve concept generation, design, build, test and release. While you create a game, it is important to think about the game mechanics, rewards, player engagement and level design.

**Part of the Development Team**

• Artist : Mrinmay Bala

• Programmer : Vishal Singh, Mrinmay Bala

**Our Game Type**

This game is a 2D game inspired by retro version of “Nintendo” games consisting of a single playable character. The Game grid is filled with obstacles in the form of moving hazardous zones and dynamic enemies.The objective of the player is to reach a certain destination by killing enemies and obstacles while gathering collectibles found across the grid.

**Single Player**

A Single player video game generally accepts inputs from a single individual.

**2D model**

-Main character.

-Objects .[ Trees, Coins and other game objects].

-Enemies.

-Grid.

**Requirements for the game:**

**Minimum:**

• Operating System: Windows.

• Processor: Intel Core Core2Duo.

• Memory: 2 GB RAM.

• Graphics: Intel HD 2500

• Hard Drive: unspecified.

**Recommended:**

• Operating System: Windows.

• Processor: Intel i3- 1.5Ghz.

• Memory: 4 GB RAM

• Graphics: NVIDIA GeForce Gt-710.

• Hard Drive: NA

**Tools Used**

**Unity:**

Unity is a cross-platform game engine developed by Unity Technologies, first announced and released in June 2005 at Apple Inc.'s Worldwide Developers Conference as a Mac OS X-exclusive game engine.

**Photoshop:**

Adobe Photoshop is a raster graphics editor developed and published by Adobe Inc for Windows and Mac Os.

**Microsoft Visual Studio:**

Microsoft Visual Studio is an integrated development environment from Microsoft. It is used to develop computer programs, as well as websites, web apps, web services and mobile apps.

**Current status of development:**

Character model, grid Tiles and character movement has been decided.

**Reference:**

**Website Reference**

* [www.youtube.com](http://www.youtube.com)
* www.udemy.com

#### Faculty Guidelines

* + Mr.Vinay Agrawal Sir