

# TerrorMates – 3D Final Project Report

## T2K Team

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### Techniques:

- 1) Third Person Controller
- 2) Third Person Camera
- 3) First Person Controller
- 4) First Person Camera
- 5) NavMeshAgent
- 6) Collider and Trigger Control
- 7) Animator
- 8) Aoi Character Pack
- 9) UFPS
- 10) Horse Anim Control

### Game Instruction:

- AWSD to move the Cowboy in TPS view
- Stand near the Horse and Press “F” to mount on , press “F” again to get off
- Horse has stunning animation with Left Mouse and Right Mouse, Space to jump forward. Press “Space + S” simultaneously, the Horse will raise up and turn around wonderfully
- Move to the SchoolGround to switch to FPS view
- AWSD to move the Gunner in FPS view
- Weapon Control:
  - 1-2-3-4 or Q,E to switch weapons
  - Find ammo for each gun and Press “R” to reload
- Cute Schoolgirls have turned into Zombies and will hunt you for food
- Collect weapons, fight, destroy all and **SURVIVE !**

### Notes:

- This is a demo scene with some minor bugs and incomplete features.
- Some potential features are going to be updated in near future:
  - Raycast Shooting for real damage
  - Schoolgirls cause real damage to Player

- Blood pack effect
- Day / Night Mode with real time flow
- Trap System
- Rescue Mission inside School Buildings (internal areas)
- Boss System for each stages
- More modern weapons: Katana, Rocket, Bazooka , Explosive, Armors ...
- Story Mode
- Survival Mode
- Role-playing Mode
- Multiplayer Mode
- Upgrade System
- Mobile version