Abstract DONE (314 words)

This report outlines the development of Timeline Takedown, a first-person, wave-based survival shooter developed using the Unity game engine. The project draws inspiration from classic round-based survival modes, such as those found in Call of Duty Zombies. The motivation behind this project stems from my personal experience growing up with games in this genre. In recent years, I have observed a noticeable decline in the quality and innovation of similar games, which led me to explore creating my own version - tailored to deliver a fun, replayable experience for my friends, family, and broader audiences who enjoy this style of gameplay.

This report begins with an exploration of existing games within the round-based survival shooter genre, examining what made them successful and identifying the key developers and titles that influenced the field. Following this, I will outline the objectives and deliverables of the project I created, along with the method of approach taken to meet these goals. In this section of the report will also be a lit review, where I discuss blank.

This main body of this report focuses on the development and implementation of the game. I will be discussing the project management techniques I used to maintain a steady and efficient workflow throughout the project. I will also be breaking down the development sprints and discussing what was achieved at each phase, and when they took place. Additionally, user testing will be covered detailing the tools and methods used to gather feedback and the resulting changes made to the game.

The final section of the report will feature an end of project review, where I will reflect on what was achieved throughout this project, and the quality of the work achieved. This will be followed by a reflection, evaluating what went well, what could have been improved, and how this experience will affect how I work on projects in the future.

# 1 - Introduction (400 words)

## 1.1 Overview

Timeline Takedown is a video game developed for PC, with an initial release planned for Itch.io, and potential future release on Steam. The game was created using Unity Editor version 2022.3.18f1, with all scripting written in C#. Inkscape was used to design the game’s user interface elements.

The gameplay takes place across two distinct levels, each featuring a unique theme to provide variety and maintain player engagement. In each level, the player must survive five escalating waves of enemies before facing a final boss encounter in round five. Defeating the boss rewards the player with a timepiece part, which is required to progress to the next level. This core gameplay loop is designed to offer a structured yet intense survival experience that encourages strategic play and replayability.

## 1.2 Audience

**Timeline Takedown** is designed to fall under the **PEGI 12** age rating, as it features “violence in a fantasy setting or non-realistic violence” (1). The visual style and gameplay avoid graphic content, making it suitable for younger audiences compared to more intense survival shooters. Despite its simplified tone, the game retains the core appeal of the round-based survival genre, offering an engaging and fast-paced experience that is accessible to a wide range of players.

The game fits within the round-based survival shooter market, alongside titles such as *Call of Duty Zombies*, *Killing Floor*, and similar wave-based experiences. However, unlike these examples which typically target an audience of males aged 18 to 34 (2), often due to more mature themes and realistic violence, Timeline Takedown is intended to reach a slightly broader and younger demographic. Its simpler mechanics and less intense tone are designed to be more approachable, reducing the learning curve while maintaining the genre’s core excitement.

## 1.3 Purpose what is the problem this is solving

The purpose of Timeline Takedown was to create a game that would be enjoyed by my friends , family , and players all over the world who enjoy playing games in this category. I wanted to create a game in the Round Based Survival category that hadn’t quite been done before, I wanted to make something unique that I would enjoy playing, I wasn’t bothered about if the game would be successful or make any money.

The aim of this game is to survive, explore the map design and have fun. The game includes story telling at parts such as the introduction to the game and the end game.