University of Plymouth

School of Engineering,

Computing, and Mathematics

COMP3000

Computing Project

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Timeline Takedown

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BSc (Hons) Computing and Games Development

Acknowledgements

Abstract

This report covers the development of Timeline Takedown, a first-person survival(or wave-based shooter?) game created within the Unity game engine. I chose to create this game as I grew up playing games with a similar mechanic and I have noticed the recent decline in quality of these same games as time has gone on, so I wanted to create my own version for my friends and family to enjoy.

This report begins with

This main body of this report covers

The final section of the report reviews the success of the project

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**Code Links:**

GitHub Repository:

Itchio Page where the game is hosted:

Insert link to your code submission directory

1. Introduction
   1. Overview

Timeline Takedown is a video game that I created for the PC, specifically to be released on Itch and possibly in the future, on steam. I created this using Unity Editor version 2022.3.18f1 ,I wrote the game scripts in the language C# and used Inkscape for the UI elements. The game takes place across 3 unique levels, each with a different theme to keep the player constantly engaged and entertained. The player must survive 5 waves of enemies and then defeat the boss enemy at the end of round 5 in order to collect the time piece part that will then allow them to progress onto the next level.

* 1. Audience

Timeline Takedown will be within the PEGI 12 (1)age rating as it includes “violence in a fantasy or non-realistic violence”. However, I believe the game will appeal to a wide range of players of all ages as it is a fun survival experience that you don’t need to try to hard to play or learn any complex mechanics in order to enjoy.

The project is within the round-based survival market , along side games such as call of duty zombies, Killing Floor and more. Based off games such as these that state their audience is “males between the ages of 18 and 34 (2) ”, I will estimate that Timeline Takedown will be of a younger age due to the less violence tones as some of these other games.

* 1. Purpose

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.

For fans of the round-based survival category I wanted to create a game that I felt like they would enjoy too. I did this by focusing on creating what I enjoyed when playing these types of games, that included intricate level design, different locations, and unique enemies that are relevant to the level environment.

1. Background, objectives & deliverables
   1. Project Background

Timeline Takedown is a round-based survival shooter, and these types of games have become a widely recognised and engaging subgenre within the wider category of first-person shooters. These games typically challenge the player to survive increasingly difficult waves of enemies, the player tends to play strategically, use map knowledge to their advantage, and ration their resources in order to survive. One of the most iconic examples in this genre is the Call of Duty Zombies mode that was originally introduced as a bonus reward for completing the main games campaign in Call of Duty: World at War. This example was one of the first instances that popularised the round-based survival genre that included fast paced combat, puzzle like map design, hidden easter eggs, and wave-based progression.

This genre is known for its high replay ability value, and its ability to create intense moments of gameplay. Players are placed

This genre stands out for its high replayability and its ability to generate intense moments of survival-driven gameplay. Players are placed in confined or semi-open maps, facing off against waves of AI enemies that increase in both number and difficulty with each round. The player must use earned points to unlock new areas, purchase weapons, and access upgrades to extend their survival as long as possible.

This project explores the design and development of a custom round-based survival game, created in **Unity**, taking direct inspiration from the mechanics and pacing of Call of Duty Zombies. The goal is to develop a game that captures the intensity and satisfaction of surviving waves of enemies, while also experimenting with original map layouts, AI behavior, and upgrade systems.

As part of this project, two (possibly three) fully playable maps have been created, each offering unique layouts, weapons , and enemy spawn designs. These maps aim to test different survival strategies and enhance replayability. This project also investigates how wave escalation, player agency, and environmental design contribute to overall player engagement in round-based survival games.

* 1. Market / Competitors

There are a range of different games that have the wave based gameplay system such as :

**Call of Duty Zombies** –

**Killing Floor** –

**Skier One** or what ever the fuck –

* 1. Objectives & Deliverables

1. Ludology

 is the study of games, the act of playing them, and the players and cultures surrounding them.

1. Introduction to Ludology / Game Studies
2. Genre & Gameplay Analysis – Round-Based Survival Games
3. Case Study – Call of Duty Zombies
4. Map Design and Environmental Ludology
5. Mechanics & Player Feedback
6. Ludology Reflections on Your Development
7. Conclusion

3. Method of Approach

3. 1 Methodologies

Probs agile

3. 2 Technologies

Enemy AI maybe idk

3. 2 Project Management Approach

This dude spoke about phases (sprints)

Image

Speak about how long each sprint took and typically how many tasks were there

Trello

Github how I labeld commits and only would do them if neeed

**Implementation**

Sprint 1 (8.11.2024 – 22.11.2024)

For my first sprint I started by creating my GitHub Repository

Set up Trello and github

Paper Level Designs

GDD

Movement

Player

Playing around with modelling tools and finding assets

Sprint 2 (22.11.2024 – 6.12.2024)

Started to create level 1 Design

Started to implement mechanics ?

Create Basic UI

Create Game States (start, menu , pause)

Devlog 1?

Sprint 3 (6.12.2024 – 20.12.2024)

Map Models starting to be created,

Game States

Found assets online

Not to sure what I did in this sprint , I think on the Trello this can count as 3 and 4 maybe