Shri Ramdeobaba College of Engineering and Management

Department of Computer Application

Session 2018-19

**Course Code:** MCP539-1 **Course Name:** Game Programming Lab

**Group Name:** Bad Pirates Arts

**Student Name:** Vaibhav Shewale **Roll No:**48

Pornima Bambal 14

**Year/Semester/Shift:** Part-I/Sem-II/Shift-I

**Project Synopsis**

**Title of Project:** Sleep Less Night

**Goal:** The game is based on our boy tommy who has been shrunk down being chased by his nightmares, the zombify toys and his sole purpose is to survive and kill the toys and survive as long as they can.

**Technical Details:**

1. **System Requirement:**

Win: 7/8/10 (32/64bit)

Ram: (1GB) minimum

Processor: Intel® Core(TM) i3-4160 @3.60ghz (Quad Core) 3rd gen or equivalent.

1. **Technical description of project:**

Developed with **UNITY 5**

Assests taken from **Unity Assets Store**

**Innovativeness:** first person camera.

Some area with fix camera.

**References:**

[**https://www.unity.com/learn/tutorials**](https://www.unity.com/learn/tutorials)

[**https://www.youtube.com/id=?waTuvs7l**](https://www.youtube.com/id=?waTuvs7l)

[**https://www.youtube.com/u/Backeys**](https://www.youtube.com/u/Backeys)

**Date of Submission:**  2019

Vaibhav Shewale Prof. Kaushik R. Roy

Pornima Bambal Prof. Satyajit S. Uparkar

**Name & Signature of Student**  **Name & Signature of Guide**