SHOOTTOKILL

10th Aug 2018

Android Mobile Game

ShootToKill is a survival shooter game. The Gameplay of the game is to shoot the flying targets all around the screen through touch control or touch and gyroscopic control. The enemies keep moving towards the player. If the player kills a particular enemy player clears the level and he wins. If an enemy reaches player before you kill them he loses.

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GAMEPLAY

This Game is Unity based survival shooter Game. This is Survival shooter game. Where a player is in the middle of the environment. The player looks across the screen through mobile gyroscopic control to find the targets. Here in this scenario, the Targets are yellow glowing cylinders which appear randomly on the screen. This enemy moves towards the player at a certain speed. If an enemy reaches the player dies and the game gets Over.

MINDSET

This Game is to provide invoke the feelings of excitement, adventure, and curiosity in the player.

PLATFORMS.

This Game can be played on two platforms. On Android Mobile, which is having android version 7.0 or greater or can be played as a web application.

SCREENS

This Game has 4 type of screen. The image attached shows the diagram between Game screens.

Start Screen

The Start Screen has a Simple GUI. This screen Appears as soon as the player enters the game.

This Start Screen has five elements :

1. Start Button: To start the game
2. Quit Button: To Quit the application
3. Gyro Button: To toggle between gyro mode or touch mode
4. Sound Button: To toggle between sound on-off
5. Music button: To toggle between Music

On Gameplay Screen

This screen runs throughout the game playtime. This is player interaction screen. Where the player sees about its performance and other options.

This On Gameplay Screen as three elements:

1. Score: Score text keeps count of the kills the user does.
2. Count: Countdown is the timer, which keeps track of time.
3. Back button: Back button is to go back to main menu in-between playing game.

Win Game Screen:

This Win Game screen appears when a player wins the game by killings fix set Enemas

This Game Screen has two components:

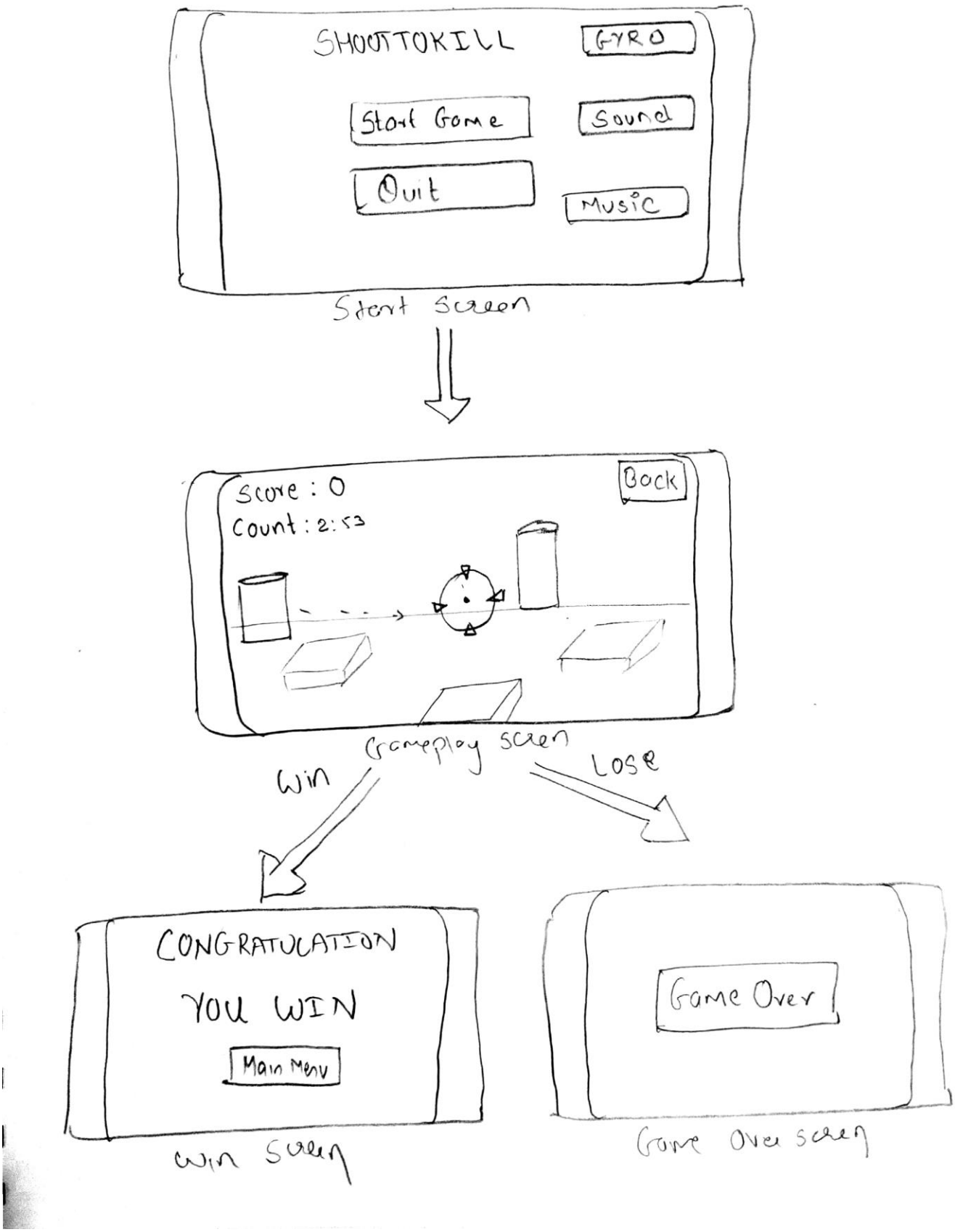
Congratulation message: This message is directed to the user on their success on winning the game.

Main Menu button: This leads to the main menu if the user wants to play again

Game Over Screen:

This screen appears if a player gets killed or the countdown timer runs out. This Screen does only have one component with Game over the message. This screen needs improvement by addition of back to the main menu button.

I have attached the screen transaction diagrams below.

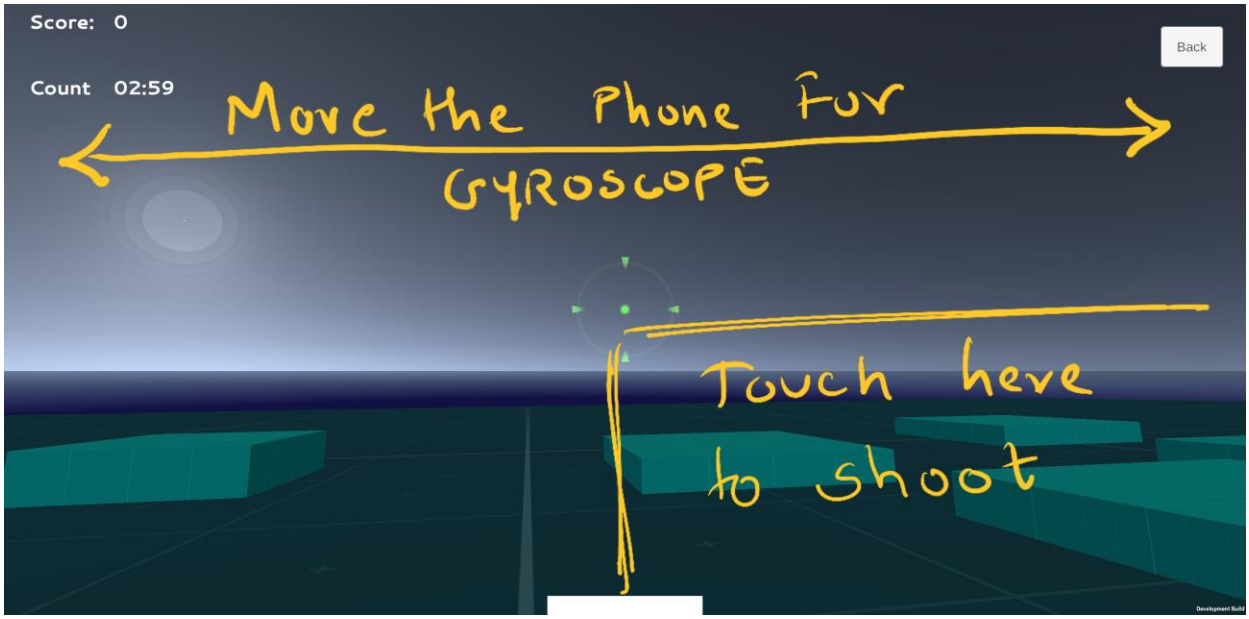

SHOOTTOKILL
GYRO
Start Game
Sound
Quit
Music
Start Screen
Score : 0
Count : 2:53
Back
Gameplay Screen
Win
Lose
CONGRATULATION
YOU WIN
Main Menu
Win Screen
Game Over
Game Over Screen

CONTROLS:

This Game has Three sets of controls. Two sets of control are for touch-based mobile and third control is for the web-based game application.

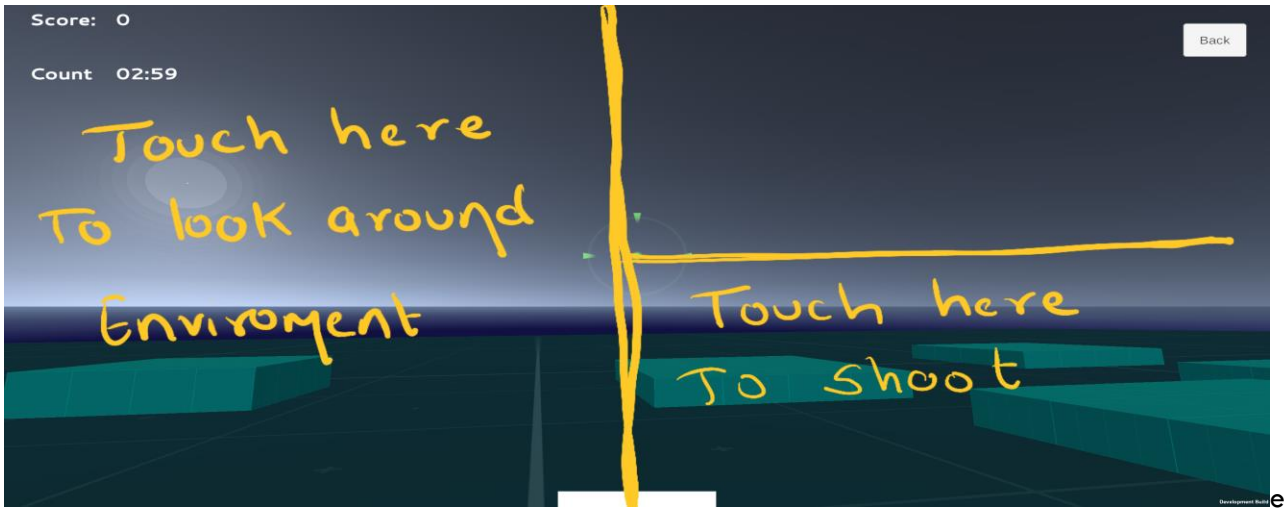
Gyroscopic Game Control:

This Game control uses two inputs. The first input it uses is Gyroscope which s available in most of the new smartphones. And the second input is Touch. This touch is only used to shoot the targets. The touch to shoot is only available on the lower right of the screen.



Touch controls:

The touch controls can be achieved when you toggle from gyro mode to touch mode. Here the person looks around the screen using the left side of the mobile screen by clicking on the side he wants to move and the lower right of the screen is used to shoot the target.



Web Controls:

In this controls The user can look around with the mouse and shoots with “a” key on the keyboard. This version is not built and not attached to the folder but can be checked via unity editor.

I have attached the controls screenshots below.

GAME FLOW:

1. The user Open the application “shoot to kill on mobile.
2. Click the Start Game button to start the Gameplay.
3. The user hears the sound when an enemy appears.
4. The user starts finding the targets on the screen, which are moving towards the target.
5. The user shoots the target and increases the score.
6. The user reaches the minimum target score he wins
7. If an enemy reaches the to the player dies and games get over.

COMPONENTS OF GAME.

1. Player
    a. Main Camera
    b. Capsule(Not needed
2. Target
    a. Geometry
    b. Destruction Particle
3. Environment
    a. Floor
    b. Bumpers
4. Target Manager
5. GameManager
6. GUIManager
    a. StartGame
    b. InGame
    c. EndGame

WHAT INCLUDED FOR VISUAL IMPAIRED PEOPLE

This game has many components which are specially assigned to keeping visually impaired people in mind. The following components are assigned.

Sounds:

The Sound Created when the enemy is activated. So that player who that enemy is created and can keep track in mind number of enemies in the environment. (Crash sound)

The static sound emitted from enemies so that the 3D sound effect provided by Unity makes easy for visually impaired people to notice the change in sound. (heart beat sound).

Heart beat sound is the constant sound created by target and metal hit sound appears when new enemy appears in world.

The sound can be enhanced for visually impaired people by turning off the music at start menu.

Lightning:

The enemies emit light and the animator attached to the enemies keeps changing the intensity of light emitted by the target. So constant change in light emitted creates a very light blinking effect which helps visually impaired people to notice the enemy.

Background.

Choice of Dark Background for so the yellow enemies are easily visible in the environment. Keeping sky dark blue and the base Dark green.

Future Scope for Visual impaired People:

This App cannot be completely used by visually impaired people. There still needs to be some addition to this application which is suggested below.

1> Using a physical gamepad which is used for mobile instead of touch control
2> Using RTVOICE asset provided by unity, which converts text to speech. So, enemy, random creation location can be printed on the screen and RT voice converts it to real-time voice and user can hear the position for a better idea of enemy position. I have not used it because RT voice is paid and costly.
3> Use of Addition Lightning and color gametes. And some extra animation for better UI experience for visual impaired user