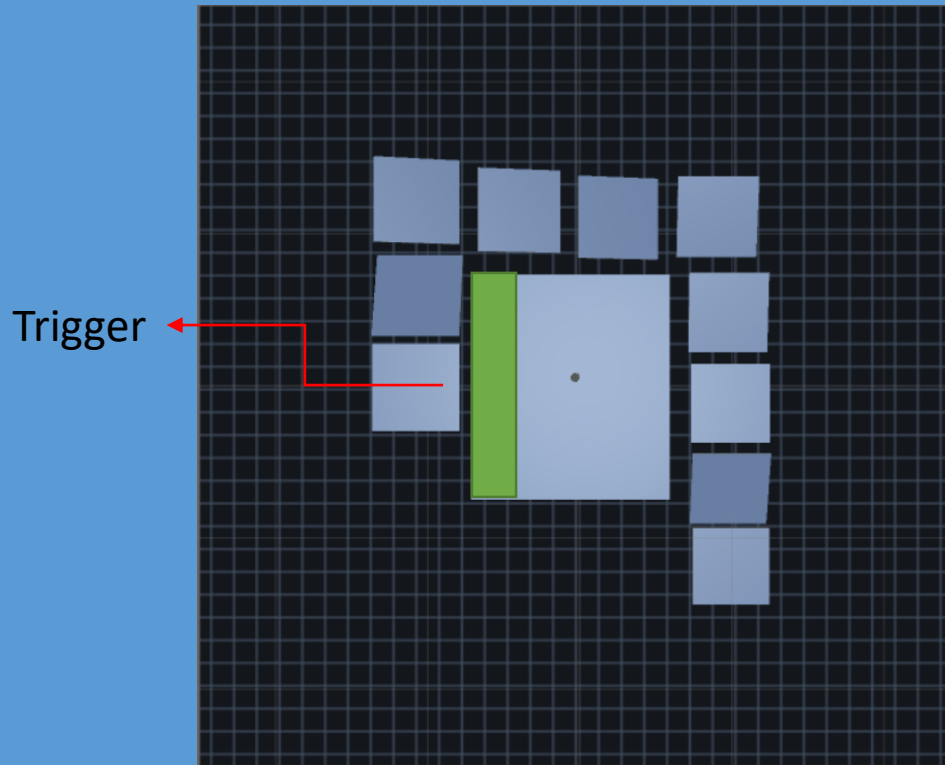




# FPS Mini-Project

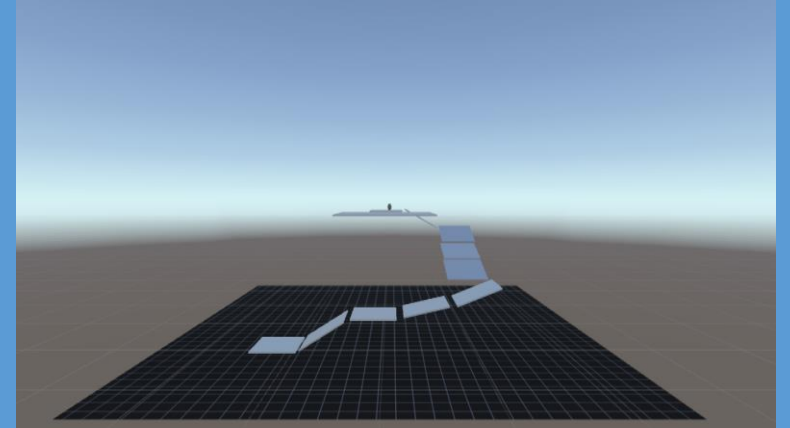
- • Environment – 25 minutes.
  - Modeled
  - Materials w/Textures
- • Additional Gun
  - New Weapon
  - New Shot
- • Single Drone
  - Asset
  - Script for Movement
  - Destruction
- • Ammo Tracking
  - Script on Gun
- • EXTRAS

# Environment

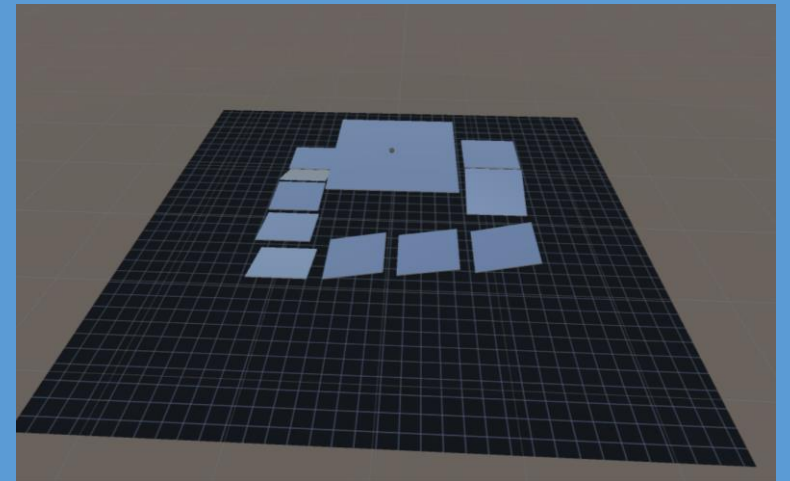


Trigger

Top-Down View



Side View



Off-Center View

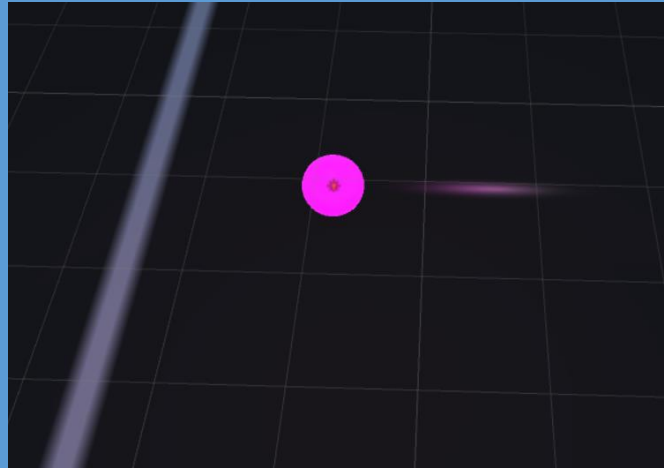




# FPS Mini-Project

- ☑ • Environment – 25 minutes.
  - Modeled
  - Materials w/Textures
- • Additional Gun
  - New Weapon
  - New Shot
- • Single Drone
  - Asset
  - Script for Movement
  - Destruction
- • Ammo Tracking
  - Script on Gun
- • EXTRAS

# Additional Weapon: Gun



Purple Shot and Trail

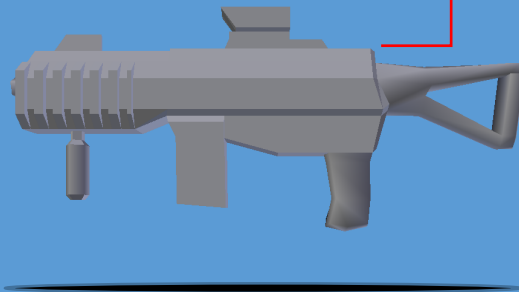


Side View

Explosive Projectile



Mauler



Off-Center View





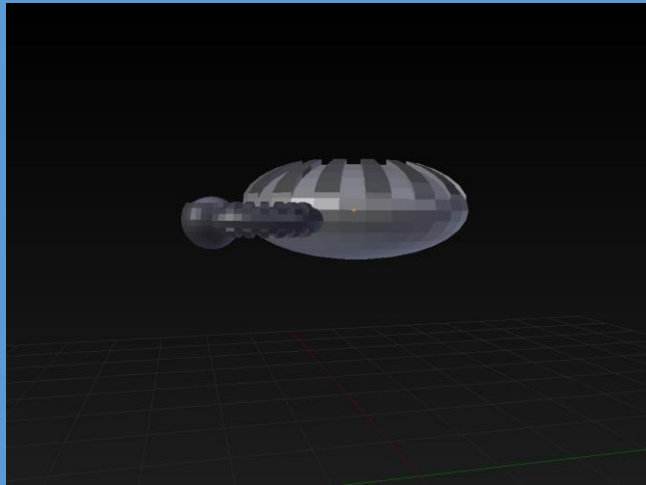
# FPS Mini-Project

- ☑ • Environment – 25 minutes.
  - Modeled
  - Materials w/Textures
- ☑ • Additional Gun
  - New Weapon
  - New Shot
- • Single Drone
  - Asset
  - Script for Movement
  - Destruction
- • Ammo Tracking
  - Script on Gun
- • EXTRAS

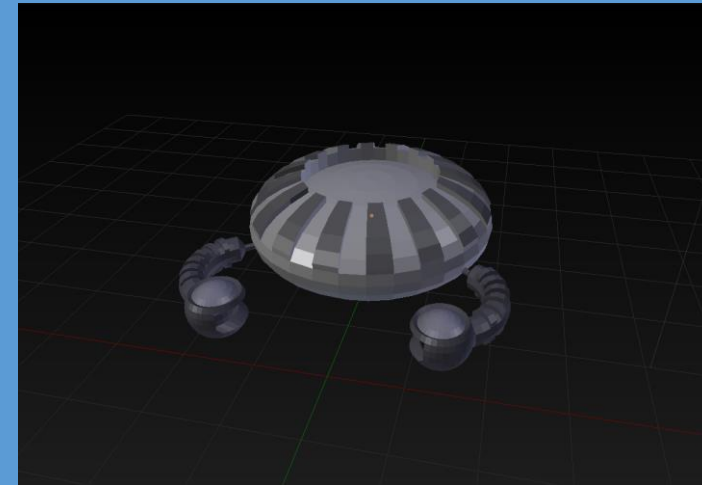
# Drone: Asset



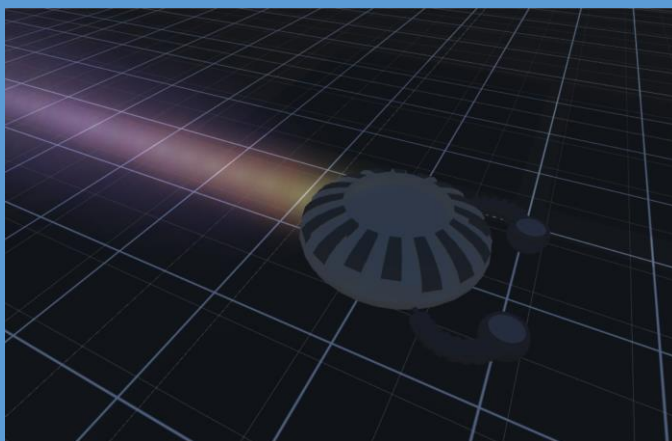
Top View



Side View



Off-Center View

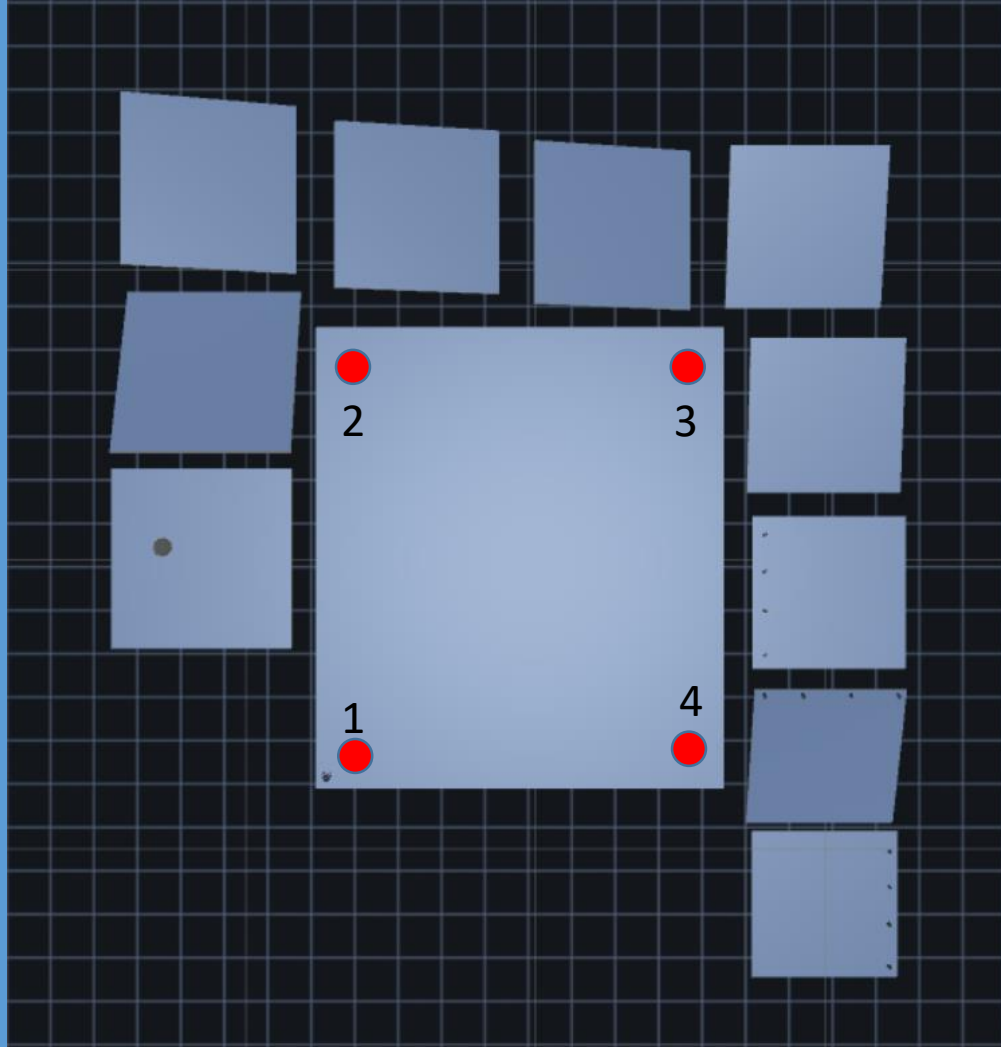


Action View

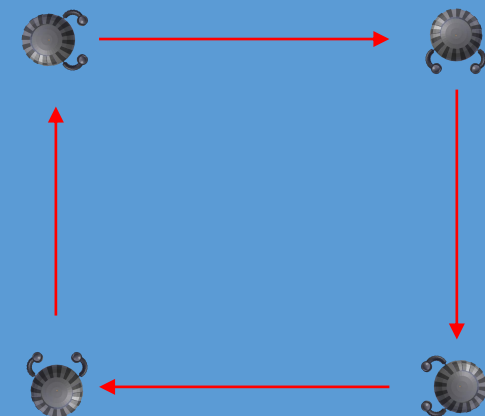




# Drone: Movement



- Position One
  - $(-55, 95, -55)$
- Position Two
  - $(-55, 95, 60)$
- Position Three
  - $(45, 95, 60)$
- Position Four
  - $(45, 95, -55)$



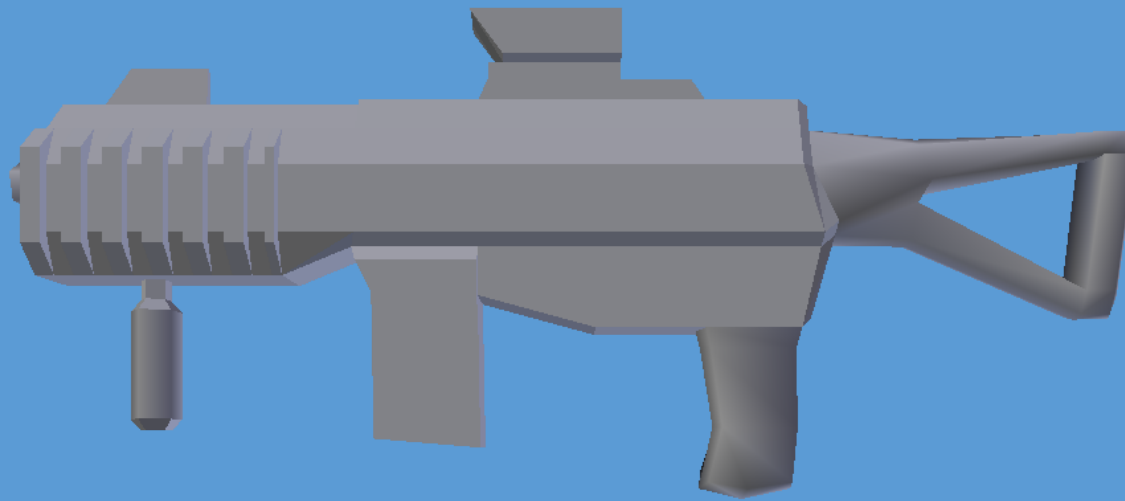


# FPS Mini-Project

- ☑ • Environment – 25 minutes.
  - Modeled
  - Materials w/Textures
- ☑ • Additional Gun
  - New Weapon
  - New Shot
- ☑ • Single Drone
  - Asset
  - Script for Movement
  - Destruction
- • Ammo Tracking
  - Script on Gun
- • EXTRAS



# Ammo Tracking: Gun



AMMO  
00/00

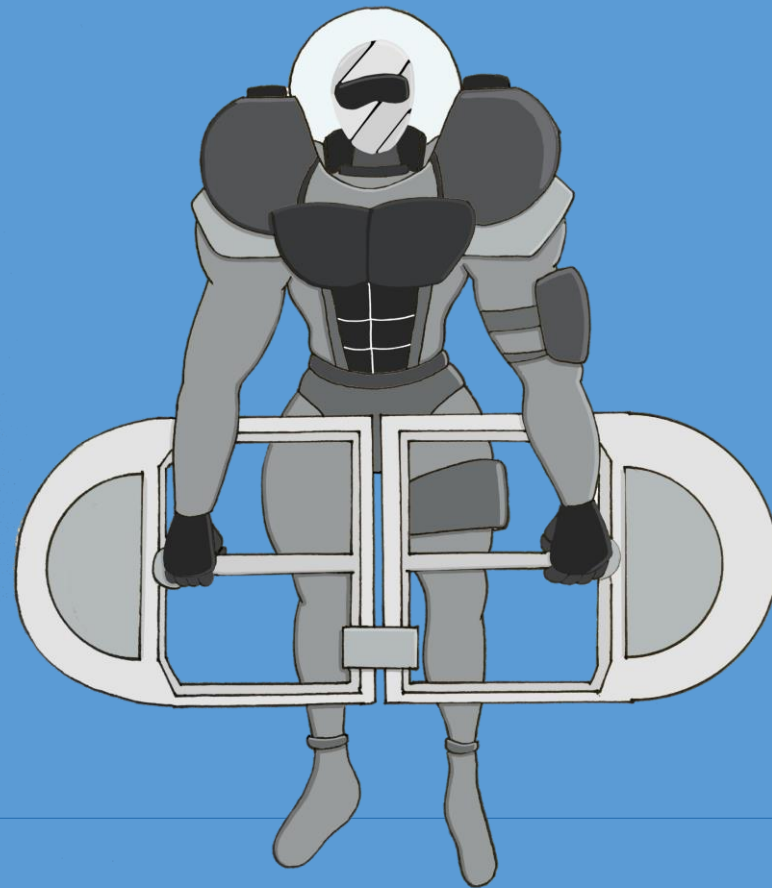
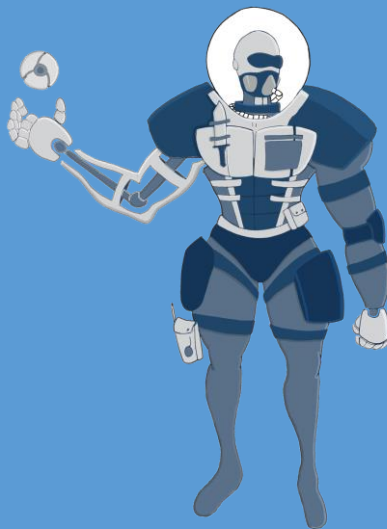




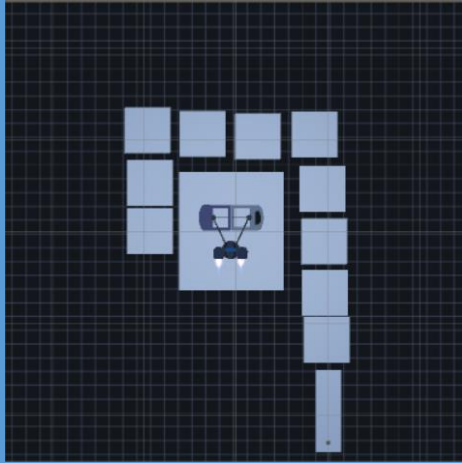
# FPS Mini-Project

- ☑ • Environment – 25 minutes.
  - Modeled
  - Materials w/Textures
- ☑ • Additional Gun
  - New Weapon
  - New Shot
- ☑ • Single Drone
  - Asset
  - Script for Movement
  - Destruction
- ☑ • Ammo Tracking
  - Script on Gun
- • EXTRAS

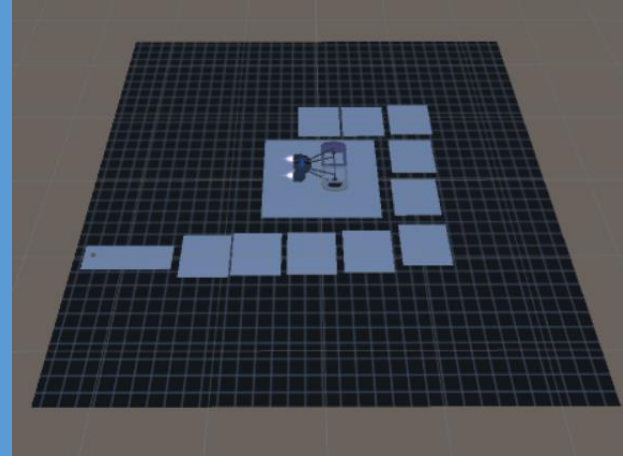
# EXTRAS: Pursuing Adamantium



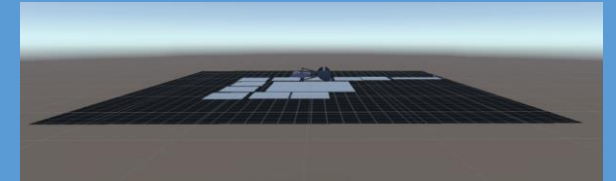
# EXTRA: Environment Transition



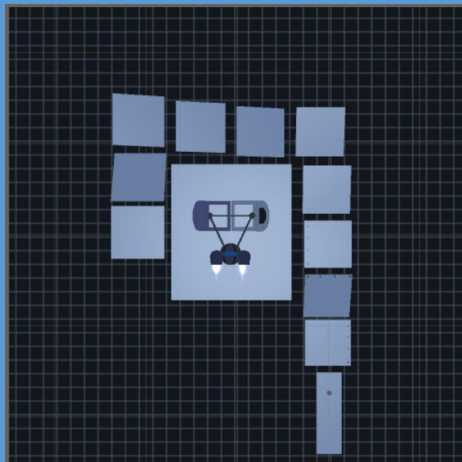
Top Down Flat



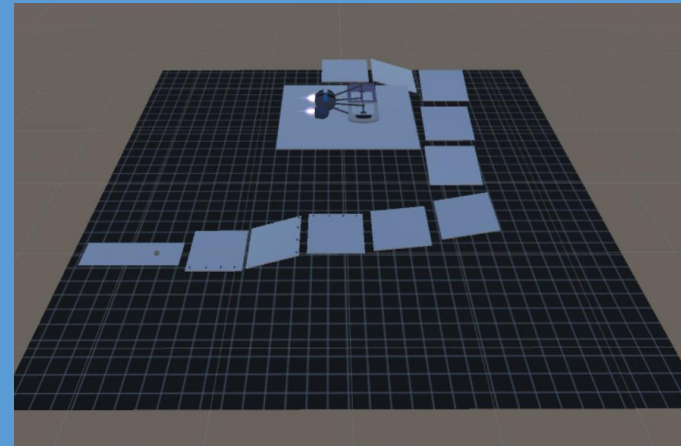
Upper Side View Flat



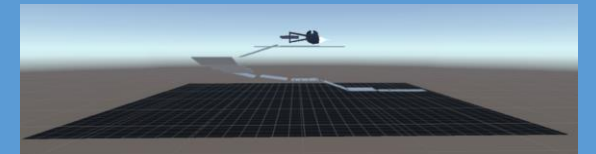
Side View Flat



Top Down Raised



Upper Side View Raised



Side View Raised

