

**Enemy Lines(Game)**

Software Engineering Semester Project Proposal



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# Introduction

People mostly find history boring and dry. Sad to admit, but it’s true that people these days are not a huge fan of history. This is maybe because History is mostly about the deads, memorization of people, places and dates which people find irrelevant and hard to grasp.

However, viewing history in a negative light is unfair. It’s all about packaging the subject in a way that’ll keep them excited, expanding their knowledge and mind and making them understand the importance of history to their future.

So to keep history alive, we are developing a historically accurate educational game which will help people learn about history in an interactive manner.We will develop a 2-D Top Down Shooter game based on Second World War theme.

Top Down Shooter game is actually a game in which the protagonist combats a large number of enemies by shooting at them while dodging their fire.

Some description regarding top down shooter games can be found on the following links:

* <https://www.youtube.com/watch?v=cjh35bEZLLc>
* <https://www.google.com/search?q=top+down+shooter&client=ms-android-huawei&prmd=ivn&sxsrf=ACYBGNRdh1opYcAfW_0DVw-VGRfx4cQw4A:1568453412429&source=lnms&tbm=isch&sa=X&ved=2ahUKEwijkPqjgNDkAhUx-YUKHSL8CIsQ_AUoAXoECAwQAQ&biw=360&bih=524>
* <https://en.wikipedia.org/wiki/Shoot_%27em_up>

# Goals and Objectives

The objective of this game is to make people learn about the Second World War and its events. The game will represent the history of this event in an interesting way, which will help people retain the important dates, places and people associated with World War 2 for a longer period.

The goals we intend to achieve for this game are as follows:

* We plan to have different levels in our game and each level will be depicting some events of World War 2.
* We will try to find event relevant background pictures to add, for each level.This will help people visualize the event more effectively.
* There will be some pop up at the beginning and ending of each level, giving event relevant information which may include how the particular event initiated, about the people associated, relevant dates and its impact on the World.
* At the end the game announces the winner, but there will be a pop up if there is an unexpected winner i.e the results are opposite to what actually happened.

# Scope

As of now we are not sure about the platform for which we would make this game i.e. Android App or Desktop App but there is a high probability that we will make this game for Desktop only. This is because of time and learning constraints as we won’t be having enough time throughout the course of this semester project to make the games for multiple platforms.