

TABLE OF CONTENTS

Sr.no		Page no.
1	PROJECT APPROVAL	-
3	CONTENTS	1
4	CERTIFICATE	2
5	ACKNOWLEDGEMENT	3
6	PROJECT INTRODUCTION	4
7	HARDWARE AND SOFTWARE REQUIREMENTS	5-6
8	FLOW CHART	7
9	COMPONENTS AND DETAILS	
	9.1 GUN DETAILS	8
	9.2 GUNS COMPARED	9
10	PROJECT SCREENSHOT	
	10.1 HOME INTERFACE	10-14
	10.2 GUNS	15-22
	10.3 PLAYERS AVATAR	23-24
11	IMPLEMENTATIONS AND MAINTENANCE	25
12	REFERENCES	26

PROJECT INTRODUCTION

This game is a multiplayer based last man standing where the players need to defend themselves from the enemy team and complete the task on the way to their victory. Both the teams are going to start from different bases of a building and score their victory to the top of the building without getting themselves terminated. On the way up both the teams are going to face tasks they have to complete on different levels of the building. To make our game more interesting traps are set where the opponent team can activate and make it harder for the enemy team to camp and take advantage of the higher and safer ground, but because this game is sniper based and generally the players tend to camp on the same spot for quiet sometimes and take advantage of the enemy teams patience and wait for them to make a mistake so that the player can shoot at once, so we set traps to make the game more challenging for the opposite site. Our game is different from others because in most sniping games, only scope is moved but not players, in our game we players can move around and use tactics. Opponent being a real time player, targets are not pre programmed or AI generated . We are going to develop this game with different apps and software. We used software like UNITY, BLENDER, PHOTON,MIXAMO etc.

SOFTWARE THAT ARE USED

We used different software for different needs because it was a necessity and also it distributes the workload of a single machine.

UNITY

For example we used unity because it is a 3D/2D game engine and powerful cross-platform IDE for developers and also it has a built in physics, collision detect and 3D rendering.

MIXAMO

We used adobe mixamo for our character development because it's user friendly and also comes with pre packed characters and animations, also characters can be rigged automatically to their skeleton where we can start animating right away with some of our custom characters

BLENDER

. Also we used blender to create our assets as we saw some major advantages, first like being it an open source 3D software where we can model, sculpt or texture paintings. Blender is also faster SDS modelling tools and it works on most of the major platforms.

PHOTON

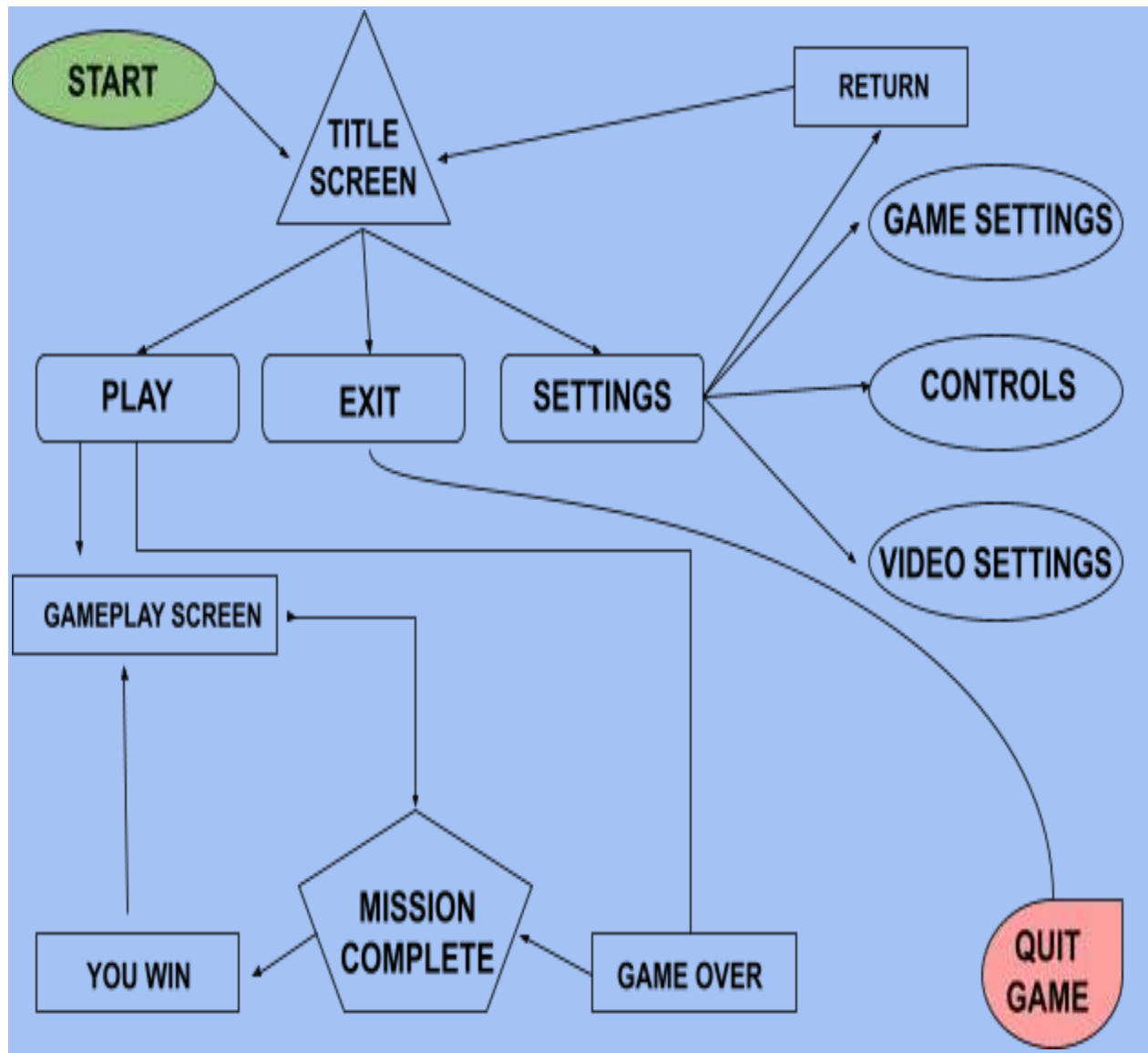
And finally we used photon for our multiplayer as it is compatible with our other softwares and its server is far better than most other multiplayer servers

HARDWARE

This game is focused on the mobile platform where users can download the software on their mobile cell phone.

- Android version 5.1.1 and above
- Qualcomm snapdragon series 6 (626) or above
- 2 GB RAM or above

FLOW CHART

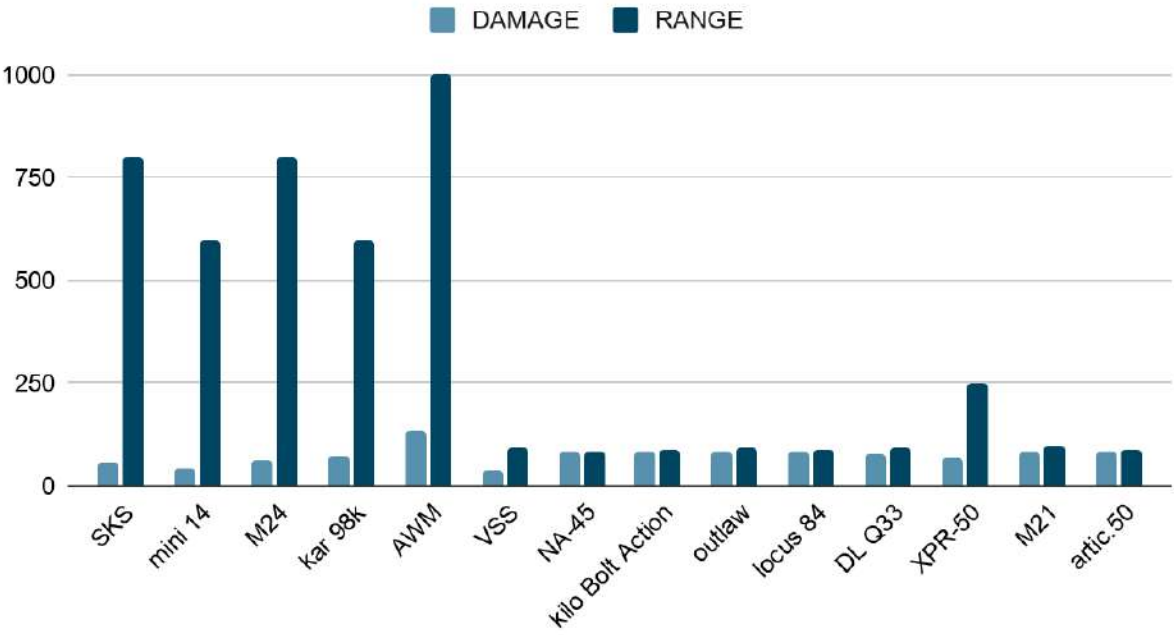


DETAILS AND COMPONENTS

Gun details :

	SKS	mini 14	M24	kar 98k	AWM	VS S	NA-45	kilo Bolt Action	outlaw	locus 84	DL Q33	XPR -50	M21	artic .50
damage	55	44	60	72	132	35	84	81	83	84	80	69	83	83
range	100-800	100-600	100-800	100-600	100-1000	100-100	95		85	90	91			90
reload time			4.2s	4s	4.6					3s				
time between shots(fire rate)	0.090s	0.100s	1.800s	1.900s	1.850s	0.086s				28	28			31
mag capacity	10	20	5	5	5	10								
bullets per tap	1	1	1	1	1	1								
fire rate							28	28	28	28	28	37	35	31
accuracy							70	70	68	70	63	84	73	62
bullet speed	800	990	990	760	910	330								

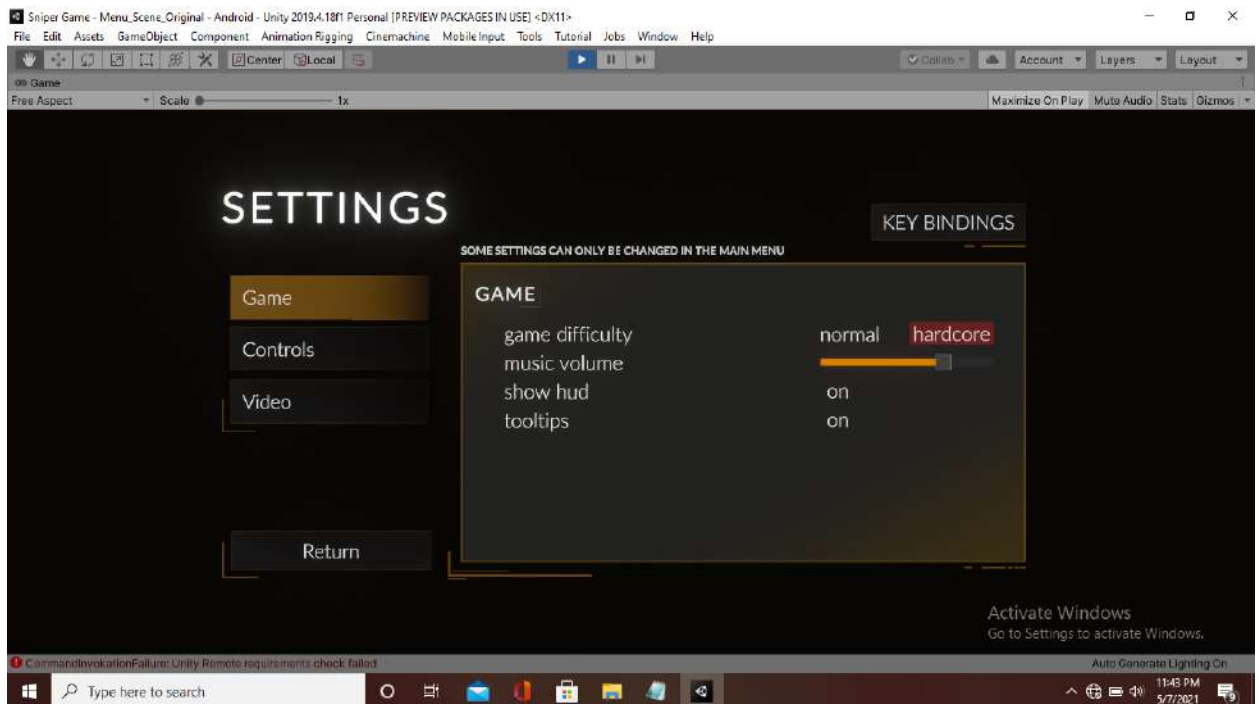
GUNS COMPARED

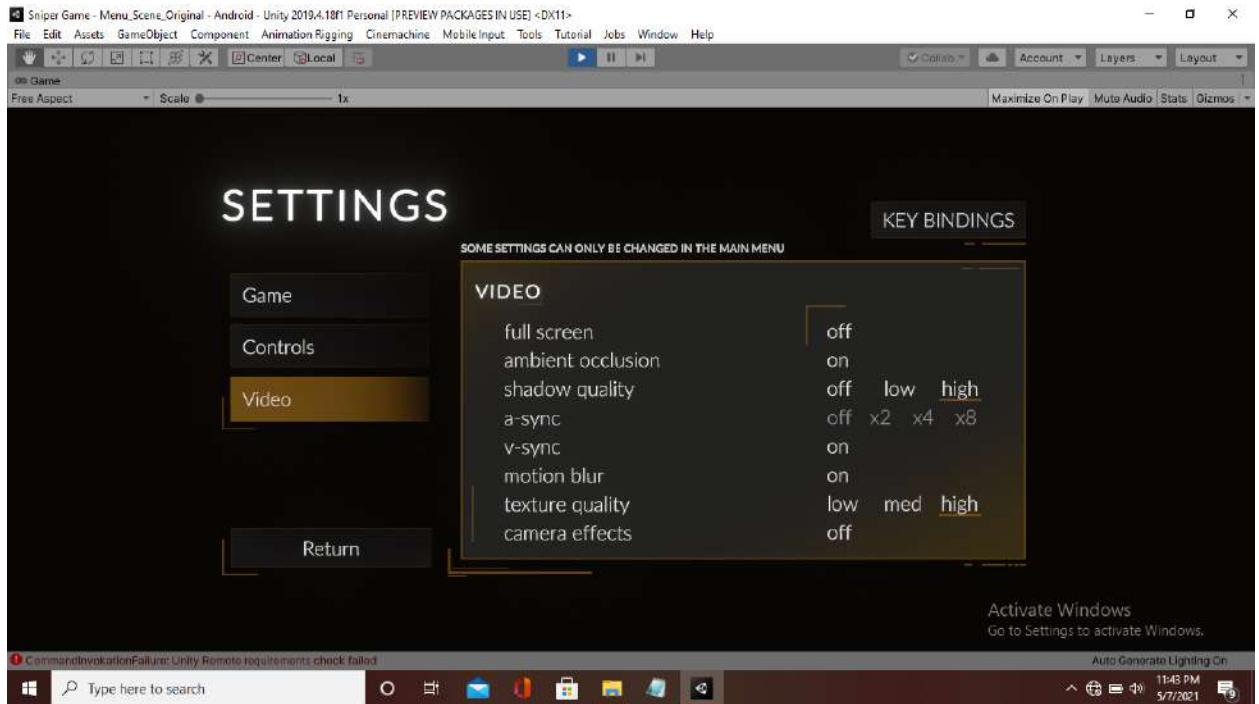


PROJECT SCREENSHOT

Home interface

- This is the interface of our game where this is the home screen of the game interface. The player can choose the game difficulties, volume , camera effects and many more.





- This is the screen and how the player will see when they first start the game.

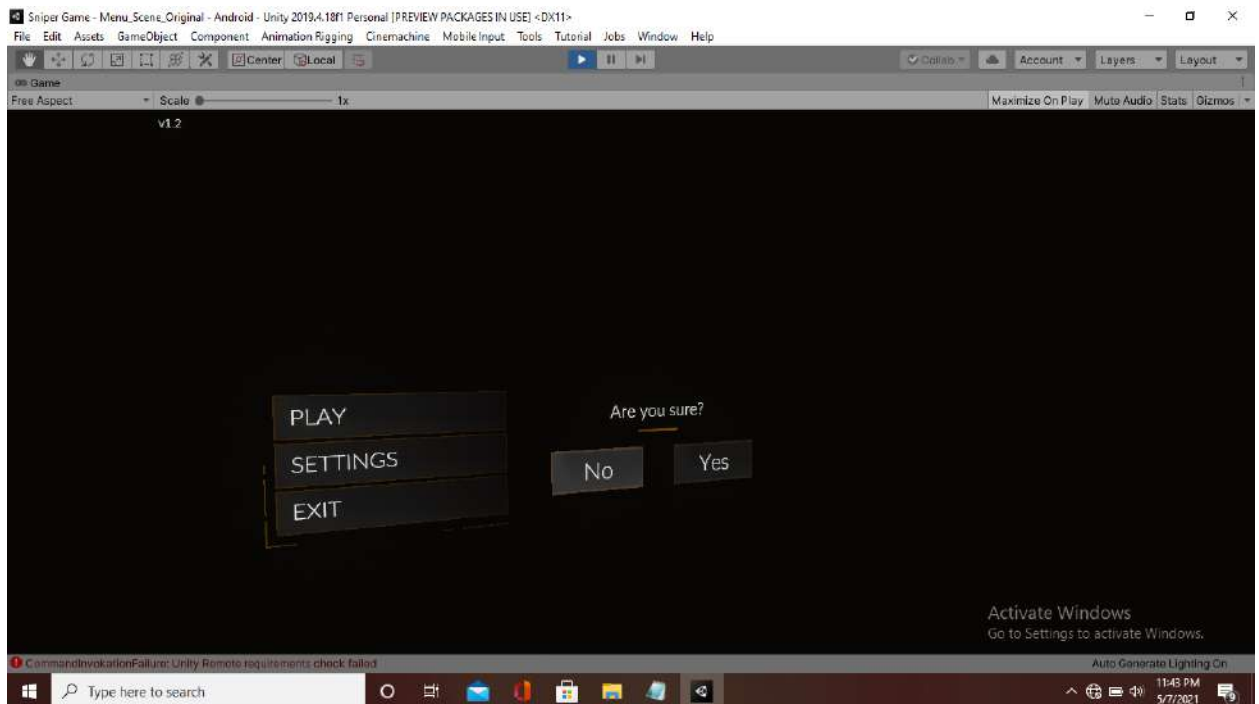


- This is a screen shot from the player point of view while they are in the sniping scope mode.

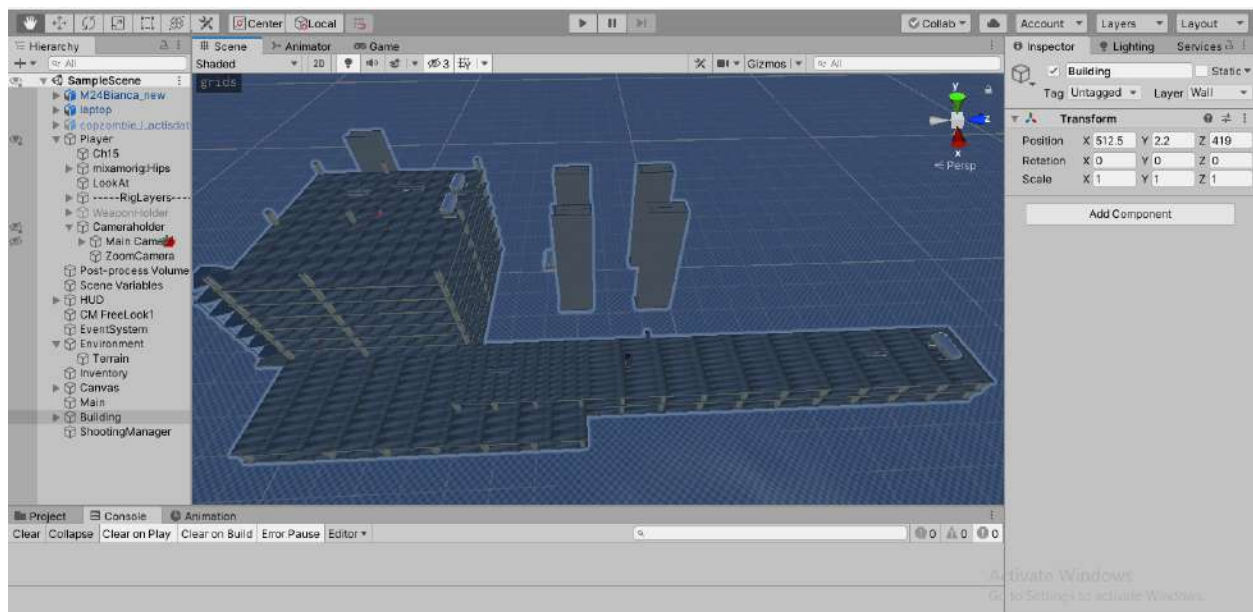
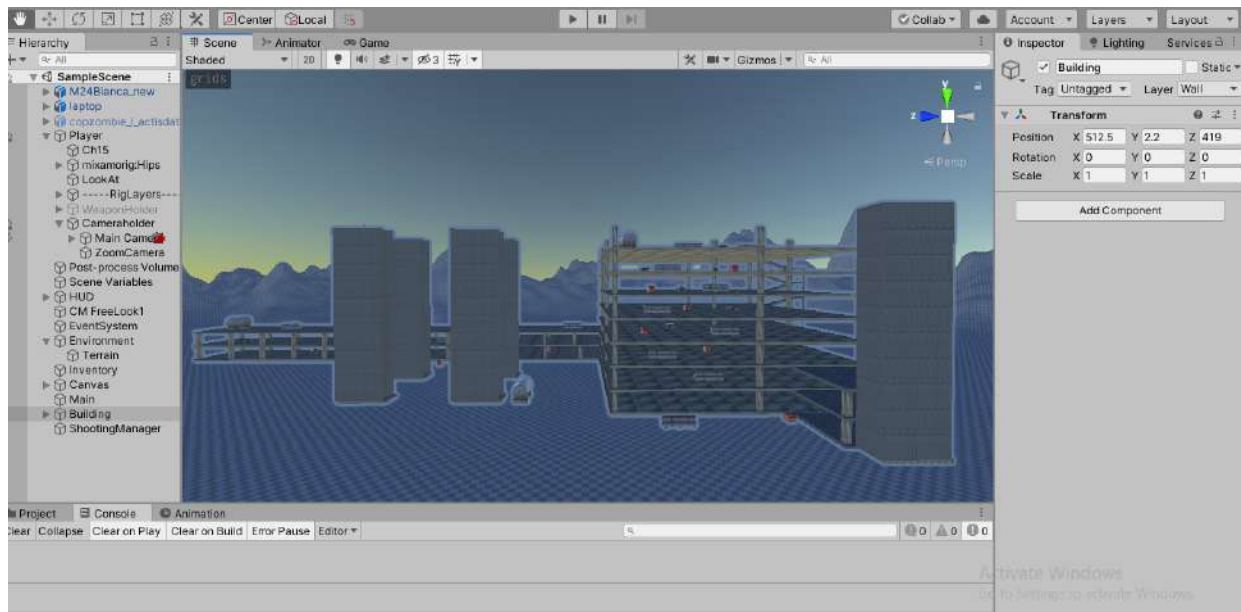


- On the left upper side of the screen is the fire button and on the right upper side is the zoom button in which the player can zoom in or zoom out while they are in the scoping mode.
- The left lower button is for players movement and just above that is the option if they want the character to sprint or cancel sprinting.
- The green bar right in the bottom centre is the players health bar, and the square blocks are the items box, the characters collect it and the player can manually change it by tapping the different options.

- This interface is play and exit, this screen will start the game if you press on the play and will exit if pressed on the exit with the option if the player is sure or not to exit. It also will let you change the setting of the game before it starts for the last time if changes were to be made by the user.



- The below are the arena and the buildings that teams will be having match and have gameplay.



GUNS

M24

The M24 Sniper Weapon System is the military and police version of the Remington Model 700 rifle, M24 being the model name assigned by the United States Army after adoption as their standard sniper rifle.



DAMAGE - 24

RANGE - 800

ACCURACY - 90

AWM

The Accuracy International AWM is a bolt-action sniper rifle manufactured by Accuracy International designed for magnum rifle cartridges. It is the most powerful weapon of all in our game.



DAMAGE - 132

RANGE - 1000

ACCURACY - 98

SKS

The SKS is a semi-automatic carbine chambered for the 7.62×39mm round, designed in 1943 by Sergei Gavrilovich Simonov. A reliable, simply designed, and relatively inexpensive weapon, the SKS was first produced in the Soviet Union but later widely exported and manufactured by various nations



DAMAGE - 55

RANGE - 800

ACCURACY - 87

MINI 14

The Mini-14 is a lightweight semi automatic rifle manufactured by Sturm, Ruger & Co. used by military personnel, law-enforcement personnel.and it can shoot multiple bullets before reloading.



DAMAGE - 44

RANGE - 600

ACCURACY - 78

KAR 98

is a bolt-action rifle chambered for the 7.92×57mm Mauser cartridge that was adopted on 21 June 1935 as the standard service rifle by the German Wehrmacht



DAMAGE - 72

RANGE - 800

ACCURACY - 90

A.V.A's M24 bianca v2



DAMAGE - 75

RANGE - 800

ACCURACY - 80

Sci-Fi SNIPER RIFLE

Firing high-speed plasma (or sci-fi) bolts, this weapon can hold a maximum of 10 rounds, and uses the same ammunition as other Sci-fi weapons .



DAMAGE - 99

RANGE - 900

ACCURACY - 95

Bob's SNIPER RIFLE

is a high-precision, long-range rifle. ... The modern sniper rifle is a portable shoulder-fired weapon system with a choice between bolt-action or semi-automatic action, fitted with a telescopic sight for extreme accuracy and chambered for a high-ballistic performance centerfire cartridge.



DAMAGE - 85

RANGE - 90

ACCURACY - 75

****These are the guns and new guns will be inserted with new skin and colors, will be upgraded when maintained and upgraded.**

PLAYERS AVATAR

ZOMBIE AVATAR

Below are the front and back view of the zombies character that can be triggered by the opponents team in their advantages if the opponent are camping at a single place.



PLAYER AVATAR

Player avatar is displayed below, it's the front and back of the character they are going to play as in the game.



MAINTENANCE

THIS GAME IS BETA VERSION OF THE REAL GAME
AND THE MAINTENANCE OF THIS GAME WILL BE
IMPLEMENTED AS THE GAME RECEIVES MORE
CRITICISM AND ONCE THE GAME IS FULLY
DEVELOPED AND MADE READY ONLINE.

REFERENCES

- <https://sketchfab.com/>
- https://en.wikipedia.org/wiki/Main_Page
 - <https://unity.com/>
 - <https://www.mixamo.com/>
 - <https://www.blender.org/>
- <https://www.photonengine.com/pun>