

For another school final, I developed a first-person shooter (FPS) inspired by Star Wars and Operation Blackwing in under 50 hours. This project was a fast-paced and ambitious challenge that required me to design engaging combat mechanics, AI-driven enemies, and an immersive sci-fi atmosphere while working under tight time constraints.

I built the game using Unity, focusing on fluid FPS mechanics, dynamic enemy encounters, and a rich narrative inspired by the dark and horror-infused elements of Operation Blackwing in Star Wars lore. One of the key challenges was implementing AI-driven enemy behavior, ensuring that combat felt responsive and unpredictable. I developed ranged and melee enemy types, programmed aggressive swarming tactics, and balanced enemy difficulty to create an intense survival experience.

To enhance the Star Wars-inspired aesthetic, I created dystopian sci-fi environments, eerie lighting, and atmospheric effects using Blender and Maya for 3D modeling. I also designed a custom heads-up display (HUD) and UI elements to fit the immersive theme. Sound design played a crucial role, incorporating sci-fi weapon effects, eerie ambient audio, and tension-building music to enhance the horror and action elements.

Despite the 50-hour development time, I successfully built a fully functional FPS with engaging gunplay, AI-driven enemy combat, and a gripping sci-fi horror atmosphere. This project pushed my skills in game programming, AI development, level design, 3D asset creation, UI/UX design, and rapid prototyping. It reinforced my ability to create a polished, immersive experience under extreme deadlines while blending fast-paced FPS action with narrative-driven horror elements.