

Projetos de Engenharia

Discentes:

Anselmo Mendes Oliveira

Carlos Eduardo Calixto

Isaac Barros da Costa Moreira



Agenda

- Apresentação do cronograma
- Ferramentas utilizadas
- Historia
- Personagens
- Assets
- Trilha de áudio
- Scripts
- Imagens do jogo
- Demonstração do jogo



EXPERIMENTO Z



Cronograma

1 - Planejamento

AT1.1 - Escolha do tema

AT1.2 - Levantamento das ferramentas e requisitos

2 - Pesquisa

AT2.1 - Pesquisa Bibliográfica

AT2.2 - Pesquisa dos assets

3 - Teste dos componetes

AT3.1 - Teste de assets

AT3.2 - Teste de scripts

4 - Versão final

AT4.1 – Desenvolvimento da historia

AT4.2 – layout e posição dos elementos

AT4.4 – Inserção dos scripts

| Tarefa | 2017 | | | | | |
|--------|------|-------|-------|--------|--------------|---------|
| | Maio | Junho | Julho | Agosto | Setemb ro | Outubro |
| AT1.1 | X | | | | | |
| AT1.2 | | X | | | | |
| AT2.1 | X | X | | | | |
| AT2.2 | X | X | | | | |
| AT3.1 | | X | X | | | |
| AT3.2 | | X | X | | | |
| AT4.1 | | | X | X | X | |
| AT4.2 | | | X | X | X | |
| AT4.3 | | | | X | X | X |

A história: um experimento de uma **arma biológica** em uma **ilha** secreta no oceano Pacífico não é contido corretamente e um **vírus mortal** escada, desencadeando uma série de acontecimentos na ilha que leva à morte de várias pessoas. Entretanto, esse é o menor dos problemas. **Os mortos** estão voltando à vida com um violento **extinto assassino**. O protagonista da nossa história, capitão de segurança **Ryan**, recebeu os documentos para replicação do experimento do **Doutor Manel**. Sua missão é chegar ao ponto de **resgate**, do outro lado da ilha, para **manter os arquivos em segurança**.

Ferramentas

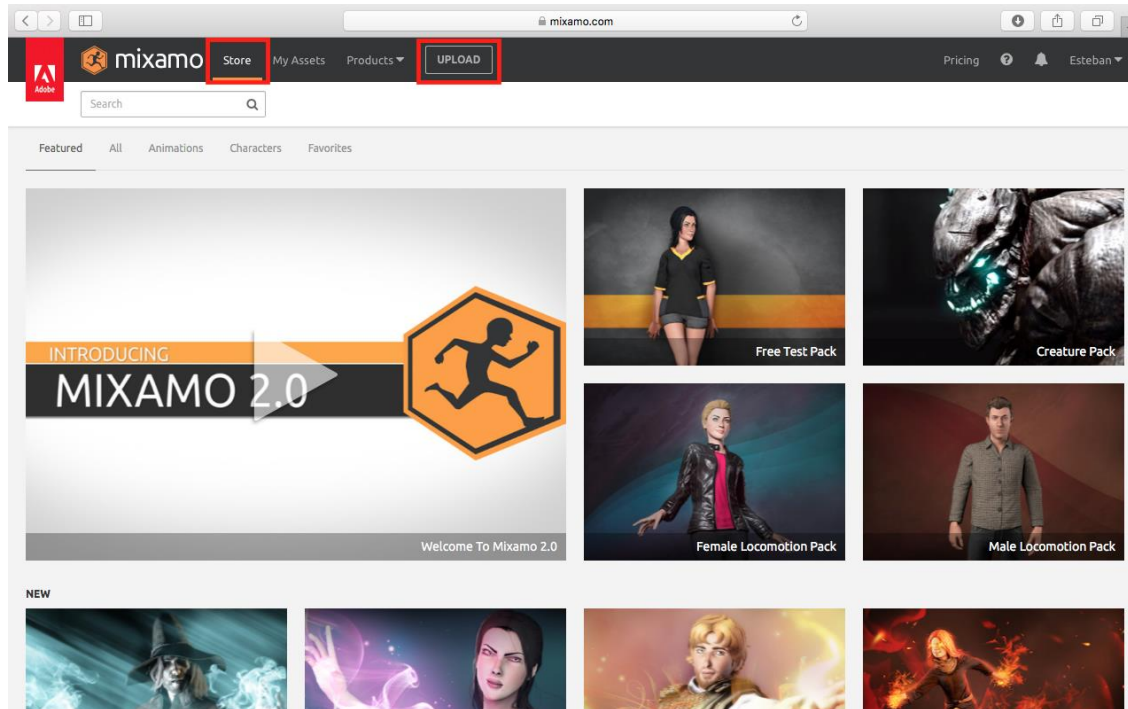


UNITY 3D





MIXAMO





SONY VEGAS PRO 13





DESYGNER





Audacity





SoundBible

SoundBible.com

Free Sound Clips, Sound Bites, and Sound Effects



[home](#) | [about](#) | [links](#) | [share us](#)

[Home](#)

[Sound Effects](#)

[Royalty Free Sounds](#)

[About](#)

[Blog](#)

[Share Sounds](#)

[Twitter](#)

[Request a Sound](#)

Personagens

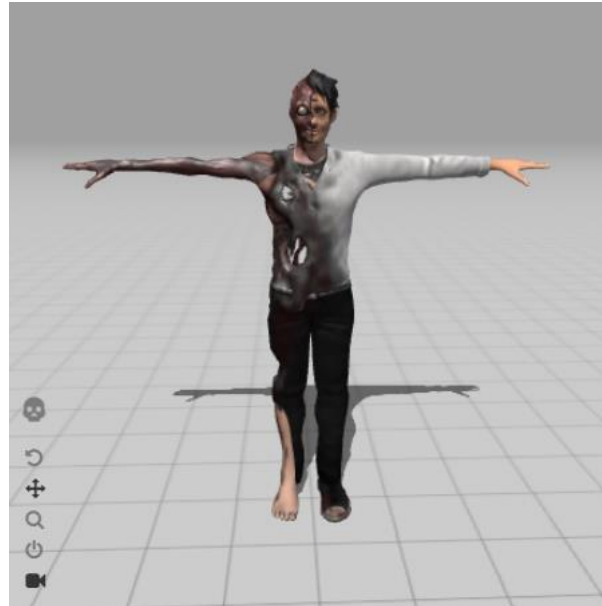


ZOMBIE I





ZOMBIE II





ZOMBIE III





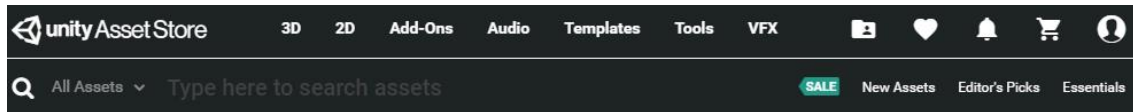
SOLDADOS



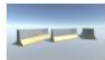
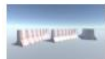
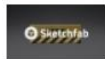
Assets



Concrete Barricades.



Home > 3D > Concrete Barricades



ROSSENDY & BRITO

Concrete Barricades

FREE



Add to My Assets

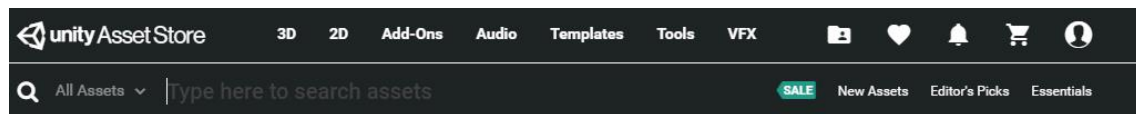
Taxes/VAT calculated at checkout

Includes:

- 1 - Barricade model
- 3 - Textures / materials
- 1 - Example scene



Warehouse Kit



Home > 3D > Environments > Industrial > Warehouse Kit



MOJO-STRUCTURE

Warehouse Kit

FREE

★★★★★ 1 user reviews

Add to My Assets

Taxes/VAT calculated at checkout

Warehouse kit

3D model :

13 object
1st Floor x 2
2nd Floor x 3
roof x 4
Side Floor x 1
ad board x 1



Old Soviet Shop

unity Asset Store

3D 2D Add-Ons Audio Templates Tools VFX

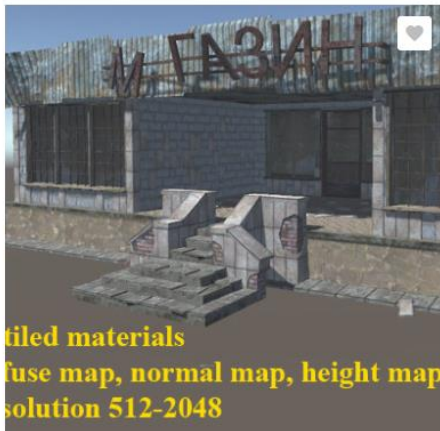
Q All Assets ▾ | Type here to search assets

SALE New Assets Editor's Picks Essentials

Home > 3D > Environments > Urban > Old Soviet Shop



+4



tilled materials
fuse map, normal map, height map
solution 512-2048

NIKOLAY FEDOROV

Old Soviet Shop

FREE



6 user reviews

Add to My Assets

Taxes/VAT calculated at checkout

Model of the old store is perfect for use in your game.

The set includes model, textures (tilled) and materials.

There is a set of the following

Diffuse

Normal map

Height map

512 - 2048

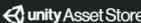
If you liked this Asset recommend to see and buy these Asset:

[Village props pack](#)

[Old village](#) 34 props and 3 houses in 1 asset!



Chainlink Fences

3D 2D Add-Ons Audio Templates Tools VFX

[All Assets](#) [New Assets](#) [Editor's Picks](#) [Essentials](#)

[Home](#) > [3D](#) > Chainlink Fences

KOBRA GAME STUDIOS

Chainlink Fences

FREE

★★★★★ 15 user reviews

[Add to My Assets](#)

Taxes/VAT calculated at checkout

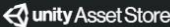
This is a set of high poly fences with barbed wire

The triangle counts for each model range from about 700 --> 1100
The higher poly models come with a set of LODs that reduce triangle count by about 50% at each LOD stage.

All materials are set up with Unity 5 standard specular shader and come with a diffuse / normal / specular texture.
All textures used are 1024x1024




Combat Vehicle


3D 2D Add-Ons Audio Templates Tools VFX

| Type here to search assets

SALE New Assets Editor's Picks Essentials

Home > 3D > Vehicles > Land > Combat Vehicle





Yoon's Military Industries

YOON'S 3D GAMEART

Combat Vehicle

FREE

★★★★☆ 10 user reviews

[Add to My Assets](#)

Taxes/VAT calculated at checkout

Free 3D prop
Military Land "Combat Vehicle"
Ver 1.02

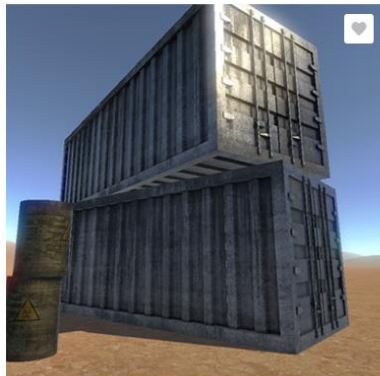
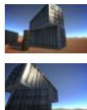
Material Chage
New Texture map
Normal Map rework
Unity3D 5 base "PBR Shader Ready"
include 3 camo patten



Free Shipping Containers



Home > 3D > Environments > Industrial > Free Shipping Containers



CALVIN WEIBEL

Free Shipping Containers

FREE

Add to My Assets

★★★★★ 10 user reviews

Taxes/VAT calculated at checkout

This pack includes a 2 free freight shipping containers - 1 closed and 1 open. Also included is a barrel model.

Now included in [Easy Weapons!](#)

Everything uses Unity 5's PBR - including:

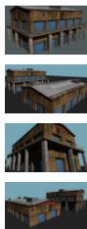
- Albedo
- Metallic
- Normal map
- Occlusion



Storage Building



Home > 3D > Environments > Industrial > Storage Building



KOBRA GAME STUDIOS

Storage Building

FREE

★★★★☆ 13 user reviews

Add to My Assets

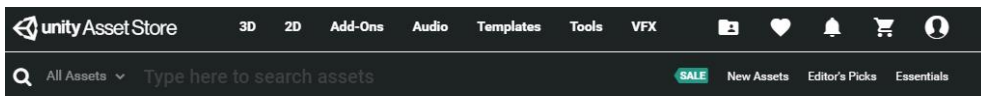
Taxes/VAT calculated at checkout

This is a storage building used for people to store their stuff for periods of a time.

Each of the models vary in polygon counts ranging from about 340 triangles -> 750 triangles.



Radio Tower - Low Poly



Home > 3D > Environments > Industrial > Radio Tower - Low Poly



VR

Radio Tower - Low Poly

FREE

Add to My Assets



11 user reviews

Taxes/VAT calculated at checkout

Low poly radio tower for your amazing game.

Includes:

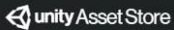
Textures: TGA format. I also included PSD format so you can edit it if needed.

Meshes: FBX Radio tower and collider.

I have also made a prefab for you. It includes: Tower model, collider, and spotlight which flashes in time intervals.





Ammo Crate Wood Ammunition Box

3D 2D Add-Ons Audio Templates Tools VFX

Type here to search assets

[SALE](#) [New Assets](#) [Editor's Picks](#) [Essentials](#)

[Home](#) > [3D](#) > [Props](#) > [Weapons](#) > Ammo Crate Wood Ammunition Box



MYXERMAN

Ammo Crate Wood Ammunition Box

FREE

[Add to My Assets](#)

★★★★★ 1 user reviews

Taxes/VAT calculated at checkout

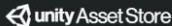
Ammo box 3D model.

Features:

- Model contains a set of 4k texture(diffuse,metallic,normal,ambient occlusion).
- Model completely unwrapped.
- Model is fully textured with all materials applied.
- 1508 Triangles
- 754 Polygons
- 840 Vertices






White Smoke Particle System

3D 2D Add-Ons Audio Templates Tools VFX

Q All Assets ▾ Type here to search assets

SALE New Assets Editor's Picks Essentials

Home > VFX > Particles > White Smoke Particle System



XENOSMASH GAMES

White Smoke Particle System

FREE

Add to My Assets

★★★★★ 41 user reviews Taxes/VAT calculated at checkout

This is a realistic white smoke effect using the Shuriken particle system.

The particle system was originally created in this [video tutorial](#) , and I am now uploading it to the Asset Store for those of you who want to download it and use it in your games.

Enjoy!









Rain Maker - 2D and 3D Rain Particle System for Unity

unity Asset Store 3D 2D Add-Ons Audio Templates Tools VFX

Q All Assets Type here to search assets SALE New Assets Editor's Picks Essentials

Home > VFX > Particles > Environment > Rain Maker - 2D and 3D Rain Particle System for Unity

You downloaded this item on Jul 27, 2017. Write a Review

density Dawn Advanced Rain With Lighting

DIGITAL RUBY (JEFF JOHNSON)

Rain Maker - 2D and 3D Rain Particle System for Unity

FREE

Open in Unity

Taxes/VAT calculated at checkout

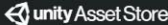
★★★★★ 64 user reviews

[View All My Plugins](#) | [Web Player Demo](#)

For a full weather system, with improved lighting, time of day, sun, clouds, sky sphere, lightning, etc. please purchase my new Weather Maker asset at <http://u3d.as/s0Z>








Military Combat Vehicle

3D 2D Add-Ons Audio Templates Tools VFX

SALE New Assets Editor's Picks Essentials

Home > 3D > Vehicles > Military Combat Vehicle



YODHA GAME STUDIO

Military Combat Vehicle

FREE

[Add to My Assets](#)

★★★★☆ 2 user reviews Taxes/VAT calculated at checkout

Military Combat Vehicle
-Military Combat Vehicle low-poly game asset designed for mid-detail games.


-The textures are diffuse, normal, and specular.

-Each texture map is 2048*2048.


[Facebook](#)



Concrete Asphalt 02




 unity Asset Store


3D 2D Add-Ons Audio Templates Tools VFX


 All Assets ▾ Type here to search assets

[SALE](#) [New Assets](#) [Editor's Picks](#) [Essentials](#)

Home > 2D > Textures & Materials > Roads > Concrete Asphalt 02







THE TEXTURE LAB

Concrete Asphalt 02

\$0.50

★★★★★ 5 user reviews

Add to Cart

Taxes/VAT calculated at checkout

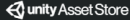
High Quality, Game Ready Concrete Asphalt Texture asset at a 2048 x 2048 resolution. Material, Source Files and SBSAR substance file included.

Package Contents:

Game Ready Material
Source files: Base, Normal, Roughness/metallic
SBSAR substance file





Personnel Transport Helicopter

3D 2D Add-Ons Audio Templates Tools VFX

SALE New Assets Editor's Picks Essentials

Home > 3D > Vehicles > Air > Personnel Transport Helicopter



EXIS INTERACTIVE

Personnel Transport Helicopter

FREE

[Add to My Assets](#)

★★★★★ 3 user reviews Taxes/VAT calculated at checkout

This single engine small helicopter can be used for transport of small number of personal, tv crew, and much more.

Polys: 925, Tris: 1.7k

1024 x 1024 diffuse map with alpha map for the glass, normal map, and specular map for the outside.



Free Night Sky

Unity Asset Store

3D2DAdd-OnsAudioTemplatesToolsVFX

🔍 All Assets | type here to search assets

SALENew AssetsEditor's PicksEssentials

Home > 2D > Textures & Materials > Sky > Free Night Sky

QIANYUEZ

Free Night Sky

★★★★☆ 6 user reviews

FREE

Add to My Assets

Taxes/VAT calculated at checkout

This package includes a night skybox. All textures have a max size of 2048x2048 and they are in PNG format.

Feedback

Package contents8.2 MB

Releasescurrent ver. 1.0

Supported Unity versions5.3.3 or higher

Support website

Publisher website

Share

Add to List

Report this asset



Low Poly City Block

Unity Asset Store

3D2DAdd-OnsAudioTemplatesToolsVFX

Q

All Assets

Type here to search assets

Pressione **F11** para sair do modo tela cheia

SALE

New Assets

Editor's Picks

Essentials

Home > 3D > Environments > Industrial > Low Poly City Block

3DMAESEN

Low Poly City Block

★★★★☆ 23 user reviews

FREE

Add to My Assets

Taxes/VAT calculated at checkout

Five gritty low poly buildings, each building is a single material and uses an atlas texture, some textures work on multiple buildings to get some more variations. Has a set of props including cars and rocks.

Package contents

321.4 MB

Releases

current ver. 2.0

Supported Unity versions

5.0.0 or higher

Support website

Publisher website

Share

Add to List

Report this asset



[PBR] Makarov - Free Edition

Unity Asset Store

3D2DAdd-OnsAudioTemplatesToolsVFX

Q All Assets

Type here to search assets

Pressione **F11** para sair do modo tela cheia

SALE

New Assets

Editor's Picks

Essentials

Home

>

3D

>




Props

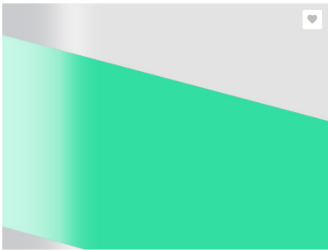
>

Guns

>

[PBR] Makarov - Free Edition





BLUESU

[PBR] Makarov - Free Edition

FREE

★★★★★ 8 user reviews

Add to My Assets

Taxes/VAT calculated at checkout

This PBR-Ready handgun is currently **free of charge**, check it out!

This Package includes:

©Makarov - 2452 Tris.

The meshes are separated and ready for rigging and animating. Diffuse, Specular, Occlusion and Normal maps are 2048x2048 per weapon.

Enjoy using these 3D Models, and thanks for your support!

Package contents

13.7 MB

Releases

current ver. 1.0

Supported Unity versions

5.2.3 or higher

Show More

Share

Add to List

Report this asset

Feedback

35



Rifle







Unity Asset Store

3D2DAdd-OnsAudioTemplatesToolsVFX

🔍 All Assets | type here to search assets

🛒 New Assets🔔 Editor's Picks👤 Essentials

Home > 3D > Props > Guns > Rifle



GAME-READY

Rifle

★★★★★ 6 user reviews

FREE

Add to My Assets

Taxes/VAT calculated at checkout

Rifle

Tris: 7050

Vert: 4057

Textures: 2048x2048 Normal/Diffuse/Specular

Like us on:

[Facebook!](#)

[Twitter!](#)

Package contents

12.2 MB

Releases

current ver. 1.1

Supported Unity versions

4.5.1 or higher

Support website

Publisher website

Share

Add to List

Report this asset

Feedback



HH-65C Dauphin

Unity Asset Store

3D 2D Add-Ons Audio Templates Tools VFX

Q All Assets

Type here to search assets

Pressione **F11** para sair do modo tela cheia


SALE


New Assets

Editor's Picks

Essentials

Home > 3D > Vehicles > Air > HH-65C Dauphin





AEGIS TECHNOLOGIES

HH-65C Dauphin

★★★★☆ 10 user reviews

FREE

Add to My Assets

Taxes/VAT calculated at checkout

US Coast Guard search and rescue helicopter, the HH-65C is a version of the Eurocopter AS365. Over 100 are in the Coast Guard inventory. The HH65 is capable of operations from Coast Guard cutters and ice breakers.

- 4 diffuse textures with alpha.
- 3 LODs for gear up.
- 2 LODs for gear down.
- The main rotor is a separate object for animation.
- There are LODs for gear up and gear down states.
- A simulated FLIR map is included.

Package contents

3.0 MB

Releases

current ver. 3

Supported Unity versions

3.5.6 or higher

Publisher website

Share

Add to List

Report this asset

Feedback

Trilhas de áudio



Áudios usados

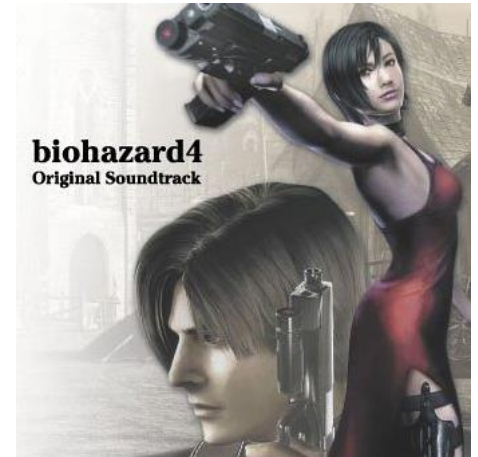
- Resident Evil 4 Soundtrack - Save Theme





Áudios usados

- Resident Evil 4 Soundtrack - Final Battle
- Resident Evil 4 Soundtrack - A Ruined Village



Scripts



Lista de scripts

- Atirar.cs
- Player.cs
- Inimigo.cs
- VIDA.cs
- Munição.cs
- INTELIGENCIA.cs
- Jogador.cs
- firstPersonController.cs



Esse script tem a função de realizar o tratamento das ações do nosso personagem.

- Realizar o disparo da partícula
- Ativar a mira e o laser da arma
- Realizar a recarga do pente



Player.cs

Esse script tem a função de definir o nível da vida do personagem e verificar se ele tem pontos de vida suficiente pra permanecer vivo

- Realizar a verificação do nível de vida (protagonista).
- Executar uma cena “você perdeu” quando os pontos de vida são menor ou igual a zero



Esse script tem a função de verificar se os pontos de vida dos *zombie* são suficientes para permanecer vivo.

- Realizar a verificação do nível de vida (zombie)
- Remove o objeto *zombie* da cena quando seus pontos de vida não são suficientes



Esse script tem a função de mostrar por meio de uma imagem o nível de vida o jogador

- Realiza a fixação das imagens no tela para o usuário
- Movimenta um fluxo vermelho que representa o nível de vida



Esse script tem a função de realizar as operações de recarga, descarga e coleta de munição.

- Tratar a lógica do número máximo e mínimo de balas no pente
- Realiza a opção de coletar munição



- Esse script tem a função de realizar a perseguição contra o personagem, a logica define o algoritmo de inteligência artificial a distancia, velocidade e dano por ataque
- Define o padrão de movimentação do *zombie*
 - Provoca a perseguição contra o personagem



Esse script tem a simples função de inicializar o objeto com 100 pontos de vida

- Define os ponto de vida igual a 100;



firstPersonController.cs

Esse script tem a função de realizar a movimentação dos personagem

- Realiza o controle da movimentação usando o teclado e mouse
- Cria funções para pular e correr
- Dar a possibilidade de fazer a rotação usando mouse

Imagens do Jogo

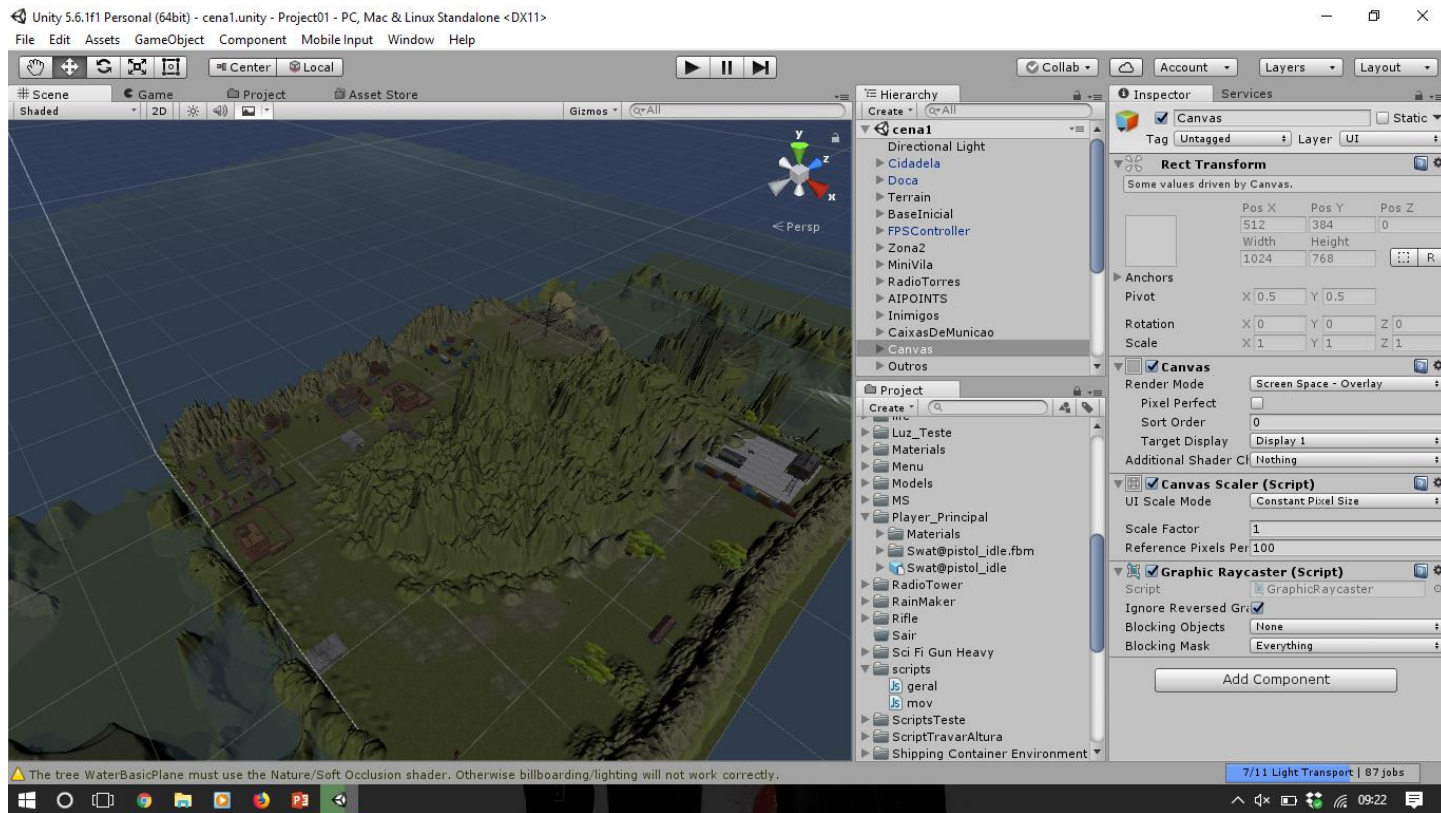


Figura 1 - Ambiente desenvolvimento Unity 3d

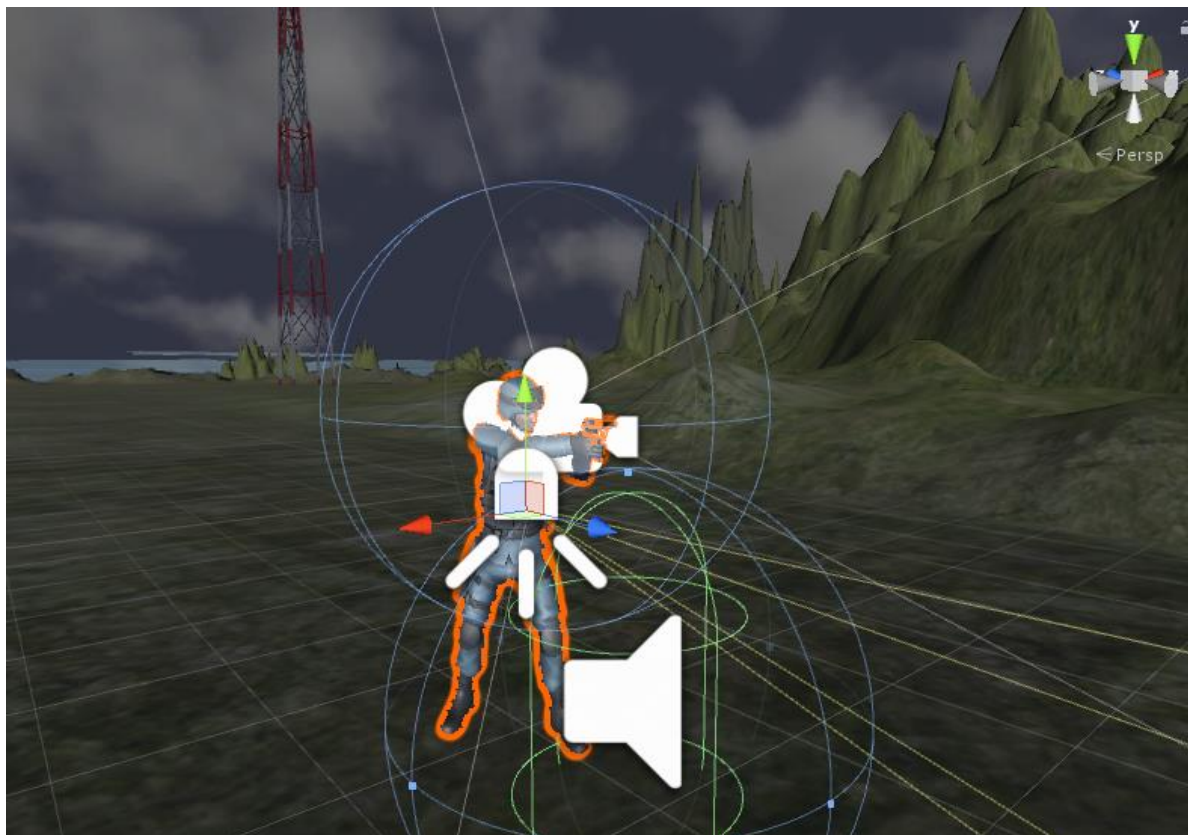


Figura 1 – Objetos do personagem



Figura 2 – Inicio do game



Figura 3 – Zombie



Figura 4 – Final do jogo



OBRIGADO!