

GAME DEVELOPMENT

PROJECT REPORT

CHASE MAZE

GROUP MEMBERS

- 1. Syeda Mahrukh Zehra
- 2. Bilal Laeeq
- 3. M. Burrair Wali
- 4. Muhammad Hasaan
- 5. Muhammad Ahsan

Submitted to: Sir Farooq Zaidi

ABSTRACT

Our game Chase maze was inspired by Pack-Man Game. This was developed by our 5 members of the team. Using Unity Game Engine and using C# scripts to fulfil our game functions. The project file contains Assets such as C# scripts, prefabs, sprite images, animation, and sound effects while playing the game. Chase maze is a 3D game specially designed for PCs. The gameplay Graphics is good enough and the controls are pretty simple for the users.

GAMEPLAY OF CHASE MAZE

The gameplay, main objective of this game is to, Player avoid the Ghosts more like Pack-Man. This game follows the concept of PackMan. The players have to avoid collision with the ball(Ghosts) without pausing the game. In the gameplay, there are 3 balls(ghosts) and their speed is fast, medium and slow respectively and the colours are green, blue and black respectively. All the game controls are under the left-right-up-down arrow keys and Spacebar. It is a 3D game filled with sharp twists and turns like enemies. Talking about the gaming environment, different sprite images and animations are placed providing an exact image of the textured background. In this 3D gaming application, Graphics Elements and Audio Fragments of works were used.

ART

Graphics Elements and Audio Fragments of works were used in this 3D game application. Different pictures, 3D model walls, and animations are integrated with the game environment to offer an exact image of the virtual location with the help of free Assets Websites. That player can jump through the hurdles aka walls on the scene with a spacebar key.

SOUND

When you play the game, it will play music or sound. If you win or lose, the game will play music. Music in the game is downloaded from the free assets Unity stores.

TECHNICAL SPECIFICATION

You must have Unity3d installed on your computer in order to execute the project. Scripts are generated with C# and edited with VS-Code.

CONCLUSION

Chase Maze is a 3D game specially designed for PCs. This game is to avoid the player from ghosts(balls). This game follows the concept of Pack-Man, where the players have to save the player from the collision with the 3 balls(ghosts) in which green ball speed is fast, medium and slow respectively.