

# SAVING SOLDIERS

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Version #3

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## Version History

 [buntu88](#) / **COMP305-Assignment3-SavingSoldiers**  1  0  0







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Branch: **master** ▾




Commits on Mar 25, 2016

-  **Music added.**  
Vishal Guleria committed 37 seconds ago  f26387b 
-  **Music added.**  
Vishal Guleria committed 13 minutes ago  a9abd0c 
-  **Scoreboard added.**  
Vishal Guleria committed 4 hours ago  067726f 







Commits on Mar 24, 2016

-  **Enemy and their destruction added**  
Vishal Guleria committed 21 hours ago  ed62166 
-  **Gun added,**  
Vishal Guleria committed a day ago  f4ebddf 

Commits on Mar 17, 2016

-  **Final Commit Part 2**  
Vishal Guleria committed 8 days ago  1abda52 

Commits on Mar 10, 2016

-  **Added Player**  
Vishal Guleria committed 15 days ago  5999fca 
-  **Intial Commit**  
Vishal Guleria committed 15 days ago  545273b 

GitHub: <https://github.com/buntu88/COMP305-Assignment3-SavingSoldiers.git>

## Game Overview

This application is a 3D third person game designed using Unity. In this game, fundamental article is a Plane in a battlefield to bring back abandoned soldiers. Plane has to fly through some obstructions and challenge to achieve its goal. Flight have basic first person control like acceleration, airbrake, turning left and right. to move forward.

## Camera

This is 3D game, so orthographic third person view is used for the camera.

## Controls

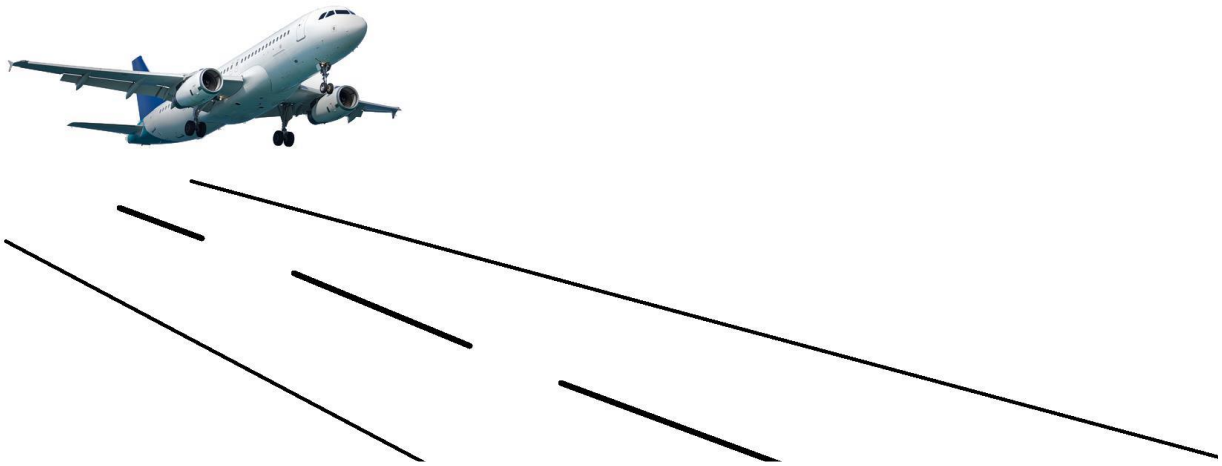
The controller for this game would be keyboard keys. The gamer can use the arrow keys i.e. “Right” In this diversion, Up, Right, Left and Down key or W, A, D and S are the principle controls to make it easy to understand. The diverse catches are play again catch.

**Play Again:** - After the game is over, player has an alternative to play the game again by tapping on play again catch symbol.

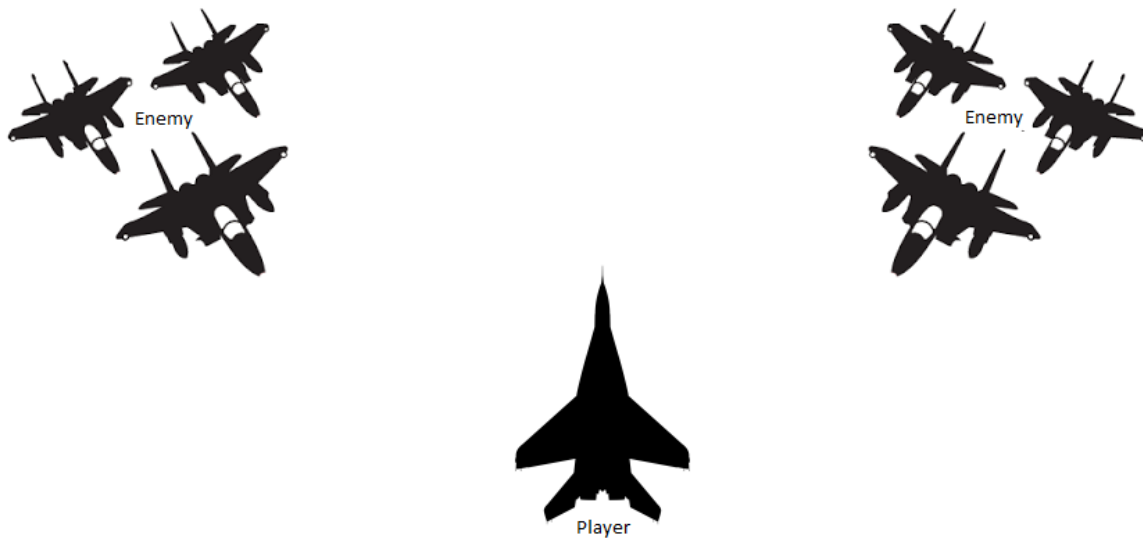
## Interface Sketch

### Main Screen

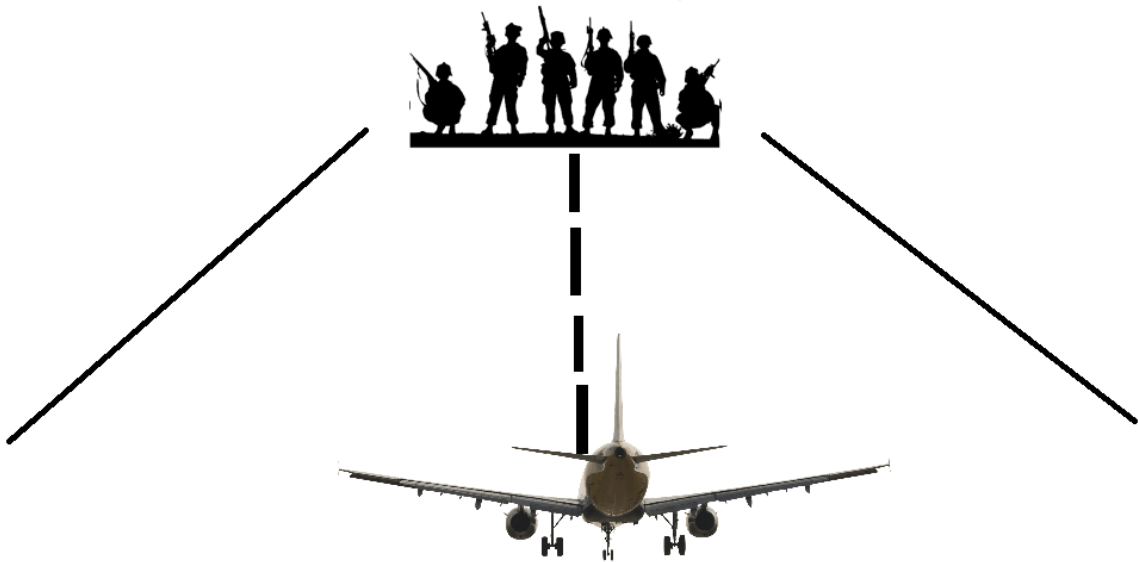
#### 1. Take off for the mission



#### 2. Enemy Planes as obstructions



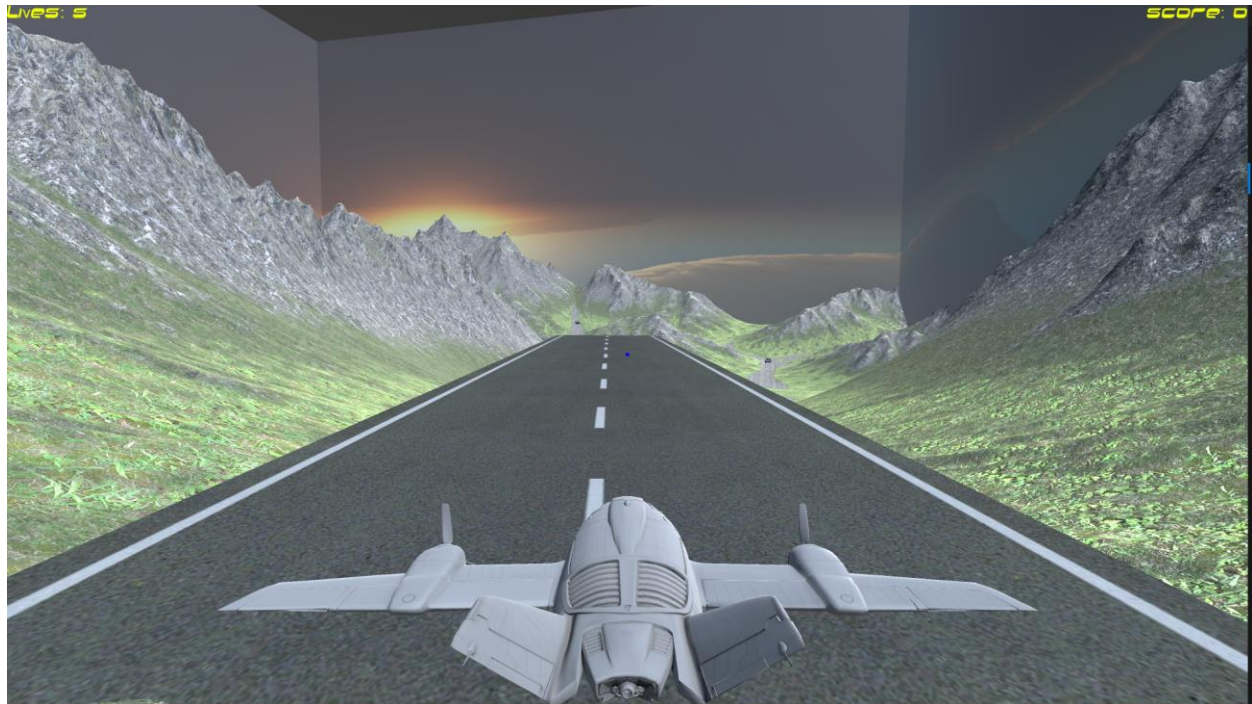
3. Landing for soldiers rescue mission.



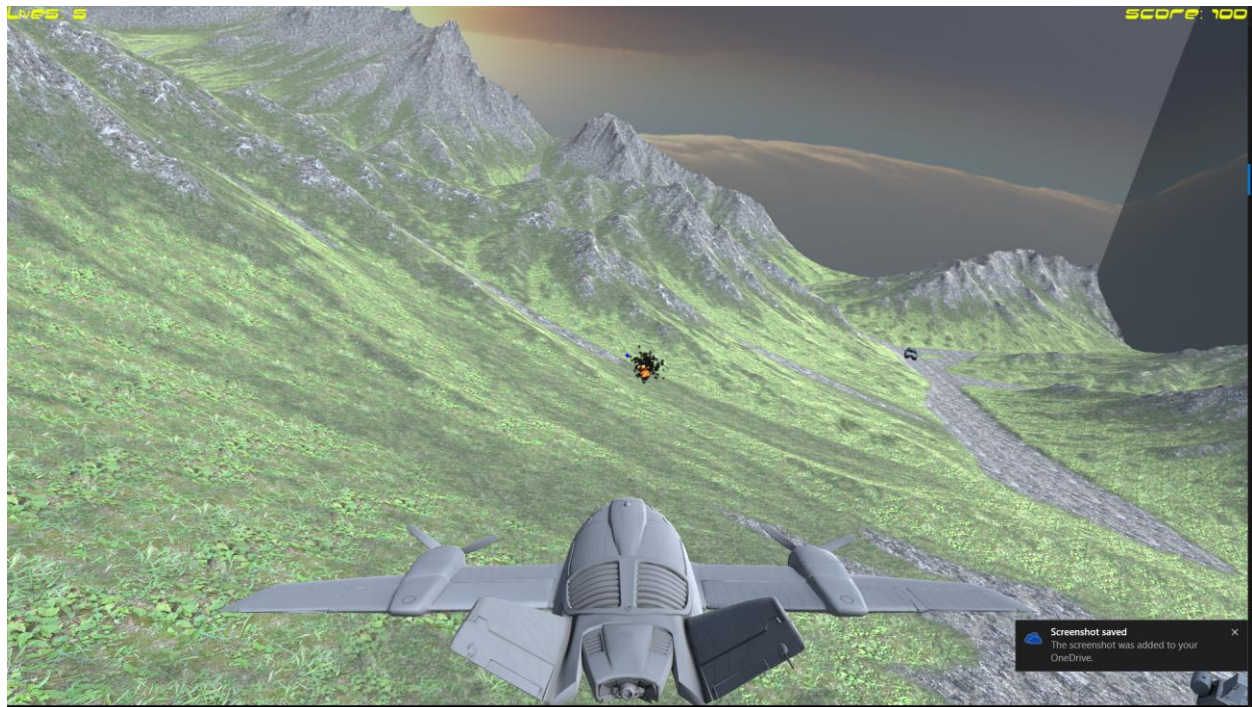
Finish Screen



## Menu and Screen Descriptions









### Finish Screen

If the player destroyed for 5 times, game gets over. Player can play again by pressing try again button.

## Game World

In this diversion, principle foundation is the battlefield. The whole amusement has 3D third person perspective and obstructions in it. Primary symbol is a Plane. Player sees everything from the third person view. As the plane flies ahead, it confronts numerous obstructions like mountains, tanks and restricted boundaries as impediments particular to every level. Player needs to keep away from all these with a specific end goal to survive and pick up the soldiers from other points.

## Characters/Objects

### Plane

The main character or AVATAR in this game is a Plane. Player's main goal is to control the acceleration, airbrake, right and left movement of plane with the Up, Down, right and left key on the keyboard to get points by taking truck to the abandoned soldier and bring back home.

## Enemies

Mountains, tanks and restricted boundaries

Mountains, tanks and restricted boundaries are there to stop the player from getting to the soldiers.

## Scoring

### Lives

One life gets reduced each time savior plane get destroyed. Player has 5 lives in starting.

### Scores

100 scores are awarded for each obstacle to cross unharmed.

## Sound Index

### Background Music

Airplane's inbuilt music.

### Explosion sound clip

bomb\_explode-1.wav

### Shooting sound clip

mp5\_fire-1.wav

### Finish music

Music.mp3