

MACHINE GUN GAME

GAME DESIGN DOCUMENT

Project Description:

Machine Gun Game project is developed using Unity Game Engine. The language used for the Development of this project is “C#”. The project file contains Assets such as C# scripts, prefabs, textures, sounds, animations, models, scenes and many more. Minimum Range is a 3D game specially designed for PCs. The gameplay Graphics is good enough and the controls are simple for the users.

Game Play:

Now that we have this gun here, we need to work on the logic for shooting some bullets. So, so far we’ve been using things already provided by Unity. We made game objects, we had a directional light, we viewed the first person character, we’ve used some cubes to design this gun, but we don’t have something specifically set to make the logic for shooting, okay, that doesn’t exist yet So we have to make our own logic.

Art:

Graphics Elements and Audio Fragments of works were used in this 3D game application. Different pictures, and animations are integrated in the game environment to offer an exact image of the virtual location.

Music and Sound:

When you play the game, it will play music and if you win or lose the game will play music.

Technical Specification:

You must have Unity3d installed on your computer in order to execute the project.

Conclusion:

Machine Gun Game is a 3D fighting game specially designed for PCs. This game is very useful for making your aiming skills.