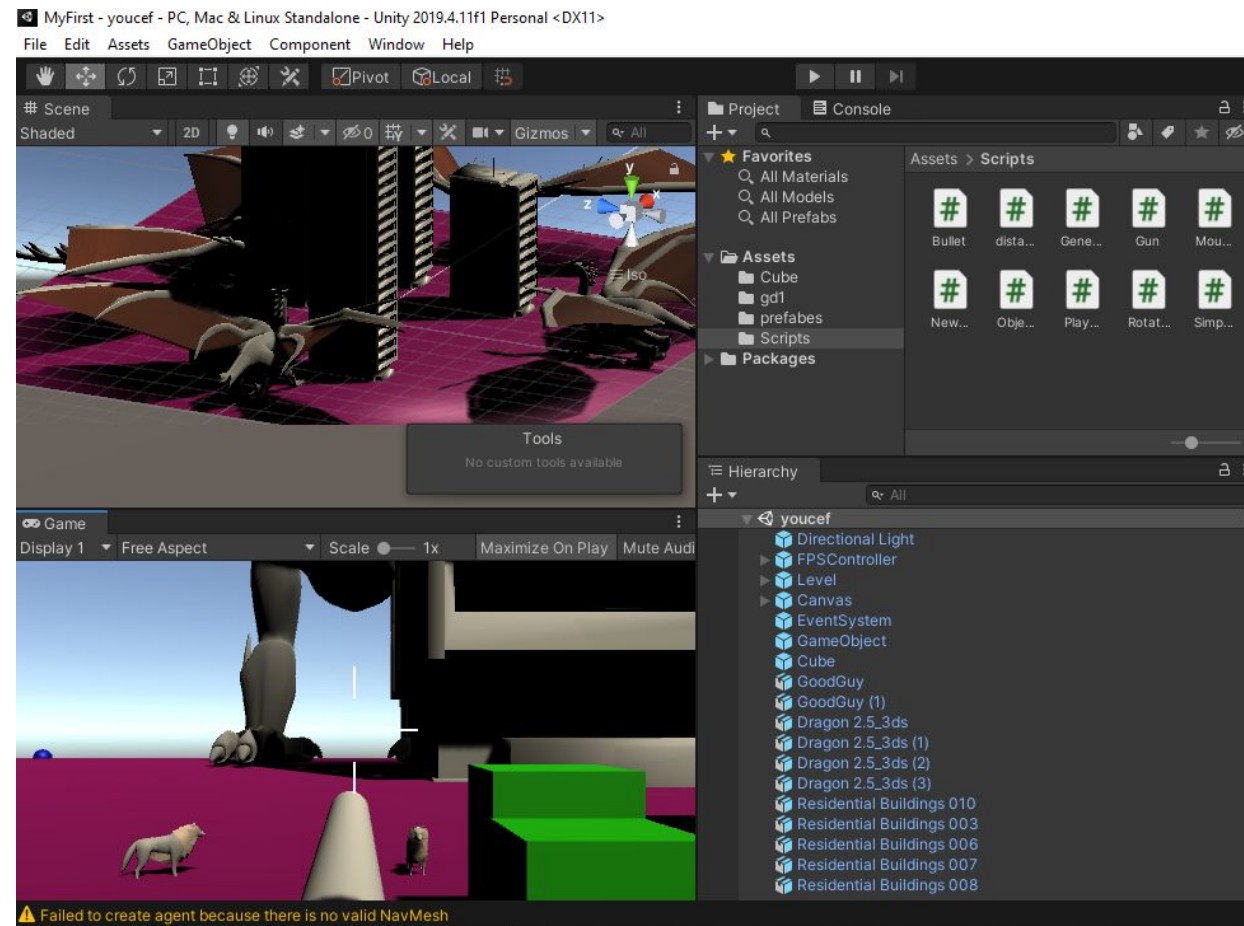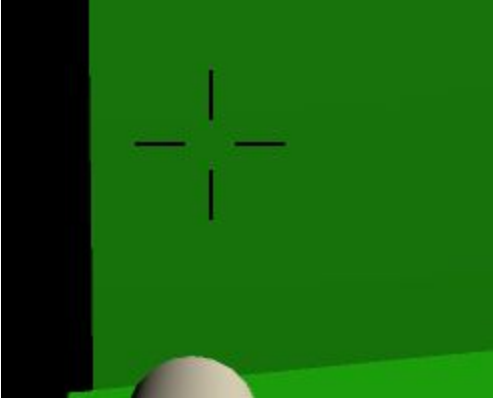**By   : Lazoueche, Youssouf/Ngantung, Edmond Hendrik Jacob**

Topic   : Assignment 1 (First Person Shooter - FPS)
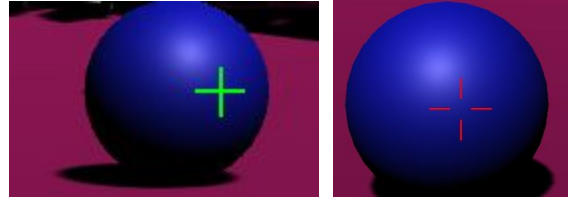
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Our Assignment 1 FPS Overview in UNITY
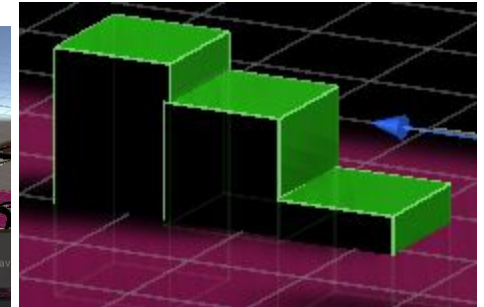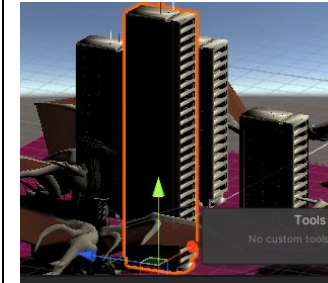
By : Lazoueche, Youssouf/Ngantung, Edmond Hendrik Jacob

Topic : Assignment 1 (First Person Shooter - FPS)

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TASK CHECKLIST and RESULT

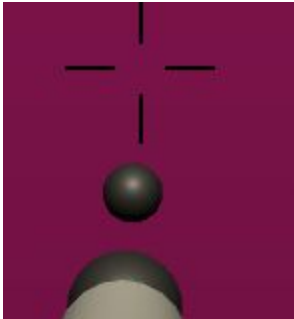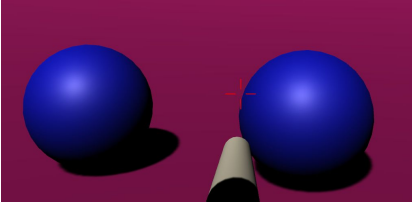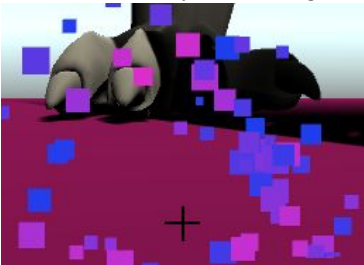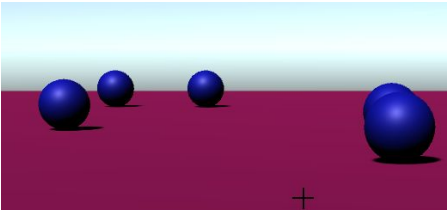| Assignment		Comments
1) Basic camera control for movement and look.		
● mouse look – able to look around the scene in XY directions using mouse	DONE	These parts were done by following the instruction from lecturer in CS512 - Computer Games Design
● WASD keyboard move – able to move in XZ plane using keypad	DONE	
● Spacebar jump (with gravity) – pressing spacebar gives small boost in y-direction, gravity pulls back	DONE	
2) crosshair		
● visible at all time	DONE	
● cross-shaped	DONE	We created four images of line : Top, Left and Right and Bottom We also created the cross-shaped size like bigger for short-distance

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		and smaller for far distance aim.
● changes color when over enemy	DONE	When aiming at the enemy, the color will be changed to the red. We also made the color green for aiming at the boss (one of the enemies created).
● changes distance from camera based on where object it points to is located	DONE	
3) Single level with gameplay (must be able to shoot enemies in some type of environment)		
● appearance (how good your environment/content looks)	DONE	We took the source from free3d.com for free version models. We put dragon, wolf and buildings and stairs for surroundings

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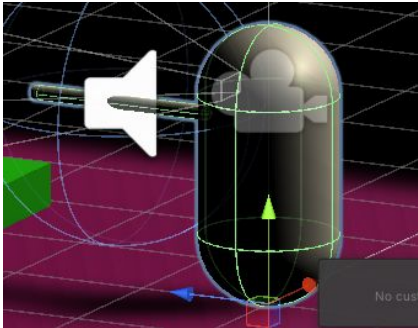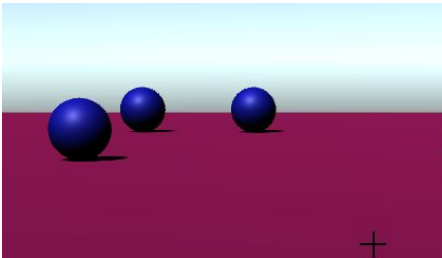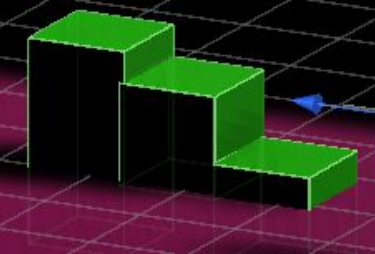|	DONE	
• enemy behavior (how the enemy behaves) • weapon (gun sound effects, shooting animation, etc.) with sounds	DONE	Enemies always run toward to the player, Enemies destroyed when got shot, Enemies spawn randomly

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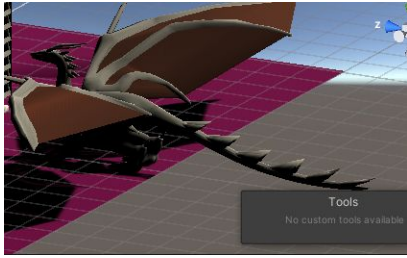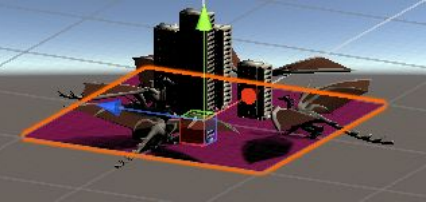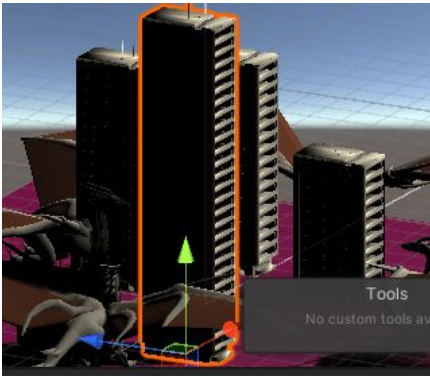
CONCLUSION

We learned how to create the 3d games. We never thought that we not only did the design of the 3d models (simple), but also how the models interact between objects by using the C# script. Other issue are always be happened during research and development to our 3d games design as the given task is always challenging us to improve our skills in coding C# and organize the models into the requirement.

Possible Future Plan

- Thanks to free3d.com pictures, we could make the enemies and characters (player, etc) in very good shape and we could make it interactive in the future
- Put the bar health to the enemies and put some bonus for shooting the boss
- Enemy runaway when aimed

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Appendix

Player	Enemies	Environment		

C# Codes