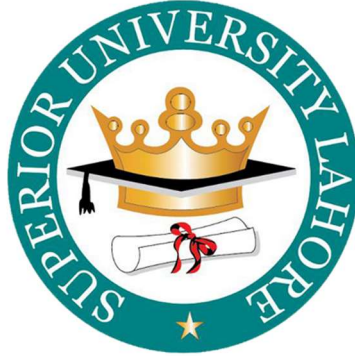


SUPERIOR UNIVERSITY LAHORE



Faculty of Computer Science & IT

FINAL YEAR PROJECT PROJECT PROPOSAL& PLAN

[Zombie Rush]

Project ID:[]

Project Team

Student Name	Student ID	Program	Contact Number	Email Address
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[Project Supervisor]
([Designation])

[Zombie Rush]

Change Record

Author(s)	Version	Date	Notes	Supervisor's Signature
	1.0		Original Draft	
			Changes Based on Feedback from Supervisor	
			Changes Based on Feedback From Faculty	
			Added Project Plan	
			Changes Based on Feedback from Supervisor	

Project Proposal

Project Title: Zombie Rush

Executive Summary

The Story is based on a human who is trying to survive in the zombie apocalypse. The story begins when a meteor crashed on the surface of earth and caused a virus which resulted into making humans do abnormal activities and in the end it turned them into zombies. Now after a decade zombies have increased drastically and there is a very small portion of human society who are unaffected from the virus they have made their save base to protect them from the zombies. The goal of our main character is to fight his way through waves of zombies to reach its destination which is the human society.

1. Introduction

It is a first-person offline single player shooter game. In terms of gameplay there will be one playable character and resources, weapons and shelter will be available in further gameplay. A story mode is introduced in the game. The character is a human trying to survive the Zombie apocalypse. The goal of our main character is to fight his way through waves of zombies to reach its destination which is the last of surviving human society.

2. Existing System / Competitive Analysis

Zombie Rush itself is a new and unique idea and is not a follow-on of any game. There are many other games regarding zombies with different storylines, but this game is different with a unique storyline that has never been introduced in any games.

3. Problem Statement

4. Nowadays, there are a very few games on zombies some are based on just killing them and some are based on curing, There is no addictive storyline to follow for the gamers. Some provide good graphic but dull story and some provide bad graphics with good story.

5. Proposed Solution

6. We are creating a game which will provide high quality graphics with creative/mysteries storyline ,we will give an addictive storyline to the gamers so that when they finish this part then they wait desperately for the next one and when we will be done with our game you will have a top notch game which will be loved by everyone.

7. Scope of the Project

Zombie Rush is a first-person shooter offline single player game aimed at providing a fun and entertaining player experience to gamers all around the world. The game will initially release for Windows 64-bit on Steam.

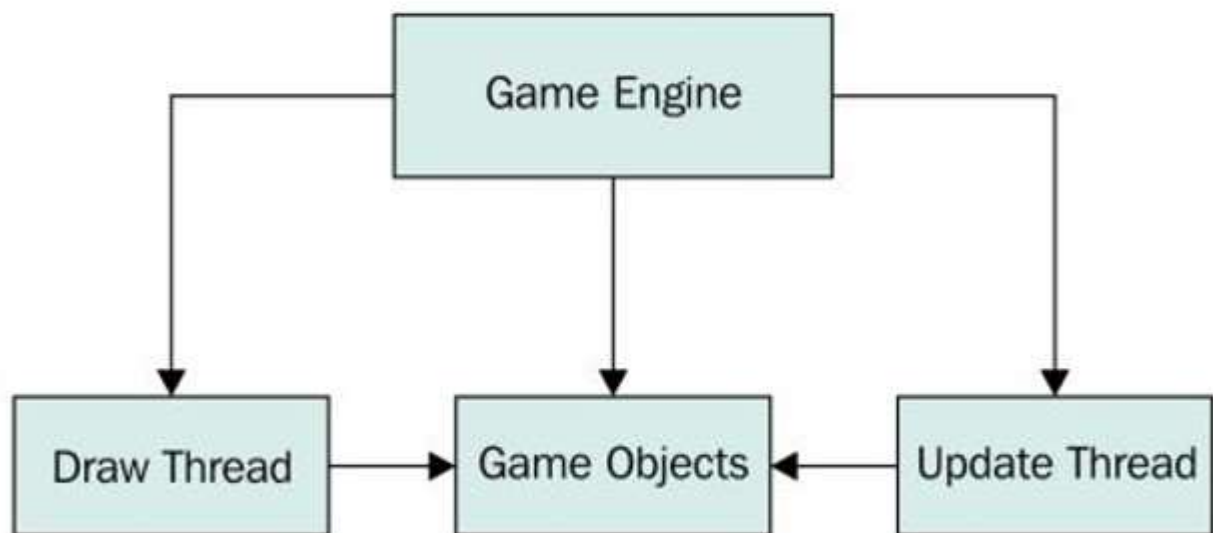
The main objective of the game is to help people from all around the world improve some of their skills that will aid them in real life such as survival, better decision-making, improved observation and faster reaction time through our game. The game will also be the foundation of PC game development in Pakistan as most (if not all) of the game development studios in the country are limited to mobile game development only.

Game will comprise of

- ❖ First Person Perspective
- ❖ Guns and Ammunition
- ❖ Different Terrains and Locations
- ❖ Aliens and Wild creatures as Enemies/Target
- ❖ Different Difficulty Levels
- ❖ Health Bar
- ❖ Character Animation
- ❖ Sound Effects

8. System Architectural Design

Game Architecture (Simplified)



9. Implementation Tools and Techniques

- **Unity Engine:**

Unity is a cross-platform gaming engine. It is developed by Unity Technologies. The engine is capable of creating three-dimensional, two-dimensional, Virtual reality, and augmented reality games, as well as simulation games and other experiences such as film, architecture etc. This is the main component in which the game is developed.

- **Blender 3D:**

It is used as a 3D model program for basic models editing in the development of Survival Land. It is a free and open-source 3D computer graphics software toolset used for creating animated films, visual effects, art, 3D printed models, interactive 3D applications and video games.

- **Steam:**

Steam is the world's largest digital distribution platform for games. They provide their own online subsystem for games to integrate their store features. Survival Land will use steam's online subsystem for releasing the game.

- **Visual Studio Code:**

Visual Studio Code is source-code editor developed by Microsoft. This IDE has been used to write and edit all the scripting in C# language related to the game.

- **Adobe Photoshop:**

Photoshop is used for UI widgets buttons and backgrounds editing's and creation. It is also used for making Normal map for 3D models. It is a raster graphics editor developed and published by Adobe Inc. for Windows and MacOS.

8 . Gantt Chart

Zombie Rush

Group 11
Nabigh Saleem

Project Start Date:	11/03/2020
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Scrolling Increment:	1
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Legend:

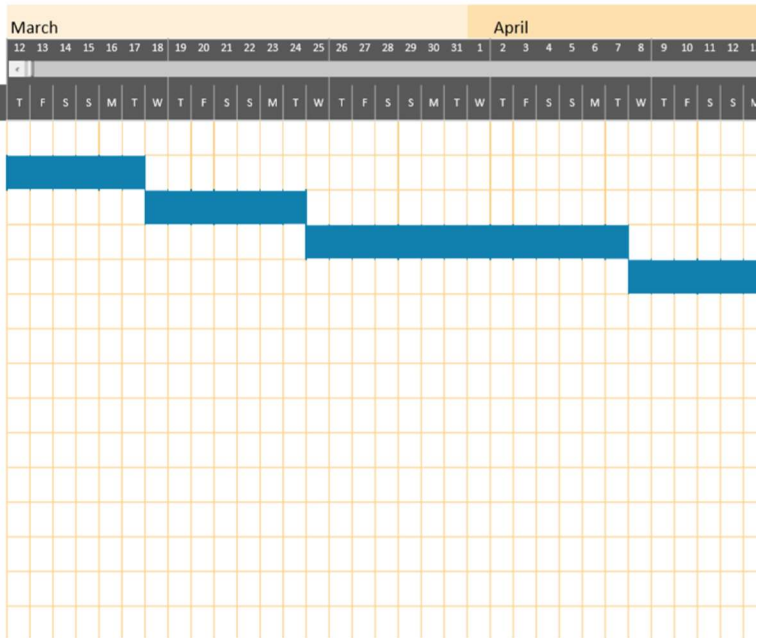
On Track

Low Risk

Med Risk

High Risk

Unassigned



References

No references have been used for this document.

List of Faculty Proposed Changes

Project Title

Proposed Change	Proposed By	Supervisor's Decision
	Name of Faculty Member(s) who proposed this change	Approved/Disapproved and/or Comments

Date: _____

Supervisor's Signature: _____

APPROVAL

Project Supervisor

Comments: _____

Name: _____

Date: _____

Signature: _____

Project Manager

Comments: _____

Date: _____

Signature: _____