SUPERIOR UNIVERSITY LAHORE

Faculty of Computer Science & IT

FINAL YEAR PROJECT
PROJECT PROPOSAL & PLAN

[Salvation Plan]

Project ID: **[   ]**

Project Team

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[Salvation Plan]

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: Salvation Plan

Executive Summary

A story mode is introduced in the game. The character is an agent sent to infiltrate a city which is under control of Aliens and they've set-up a machine which is absorbing Earth's life force if nothing is done the Earth will be destroyed. He will search for army camp that will be pin pointed in the map. Once he reaches the camp he will find supplies and food to regain his health, ammunition for killing the enemies and surviving, and a satellite phone for means of communication. He will then fight his way through different Aliens and mutated creatures to get to the life-absorbing machine and plant the bomb on it. After planting the bomb he has to get out of the city to a safe location out of the range of bomb blast and then detonate the bomb.

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. The character is an agent sent to infiltrate a city which is under controlled of Aliens and they've set up a Machine which is absorbing Earth's life force. The goal of our player is to fight through those Aliens and reach that machine and plant a bomb on it and save the Earth.

2. Existing System / Competitive Analysis

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

3. Problem Statement

Nowadays, it's such a dry market if we talk about good games. Games are not perfect, some have good graphics and some have good storyline. We need both at the same time. There's a lack of good quality game which is up to the mark in every aspect.

4. Proposed Solution

We are creating a game which will provide rich graphics and to match that we are creating an addictive and creative storyline. So by the end of mixing these two together, you will have a top notch game which will be loved by everyone.

5. Scope of the Project

Salvation Plan 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, but portable to Android, IOS, Mac OS, PlayStation 4, Xbox One and Nintendo Switch.

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

6. System Architectural Design

Game Architecture (Simplified)
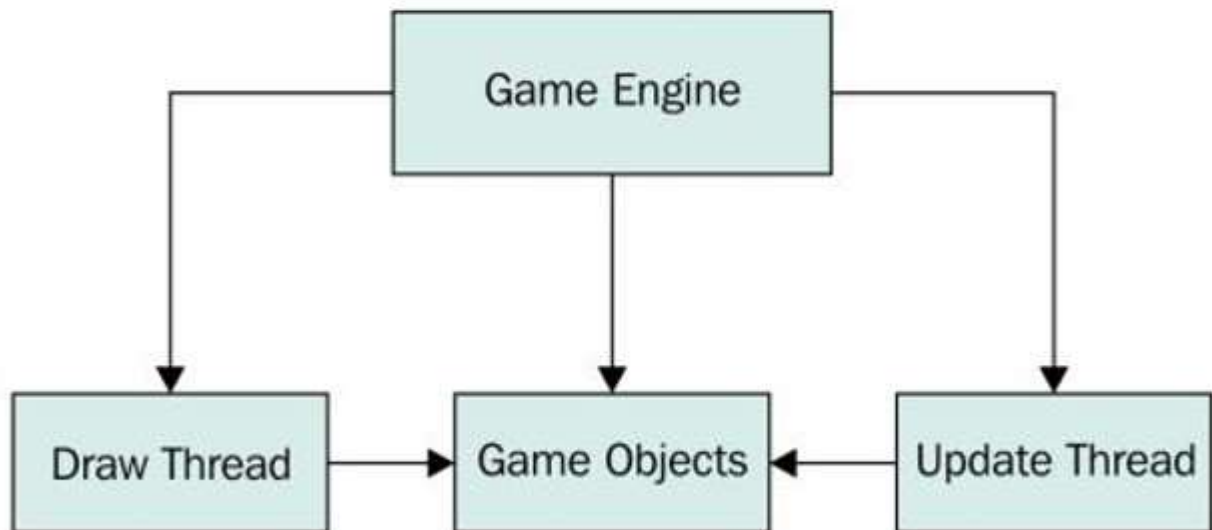
7. Implementation Tools and Techniques

- **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

Salvation Plan

Group 10
Ebad Khan

SIMPLE GANTT CHART by Vertex42.com
https://www.vertex42.com/ExcelTemplates/simple-gantt-chart.html

Project Start: Tue, 3/10/2020

Display Week: 1

TASK	ASSIGNED TO	PROGRESS	START	END
Planning	Ebad, Aqil	100%	3/10/20	3/17/20
Research	Ebad, Aqil	100%	3/18/20	3/25/20
Requirements	Ebad, Aqil	100%	3/26/20	4/9/20
User Interface	Aqil	100%	4/10/20	5/1/20
Map design & Impl	Ebad	100%	5/2/20	7/1/20
Character Setup	Ebad	100%	7/2/20	8/1/20
Animation & Effect	Aqil	100%	8/2/20	9/1/20
Sound Effects	Aqil	100%	9/1/20	9/22/20
Cinematics	Ebad	100%	9/23/20	10/23/20
Polishing & Testing	Ebad, Aqil	100%	10/24/20	11/23/20
Documentation	Ebad, Aqil	100%	11/24/20	12/24/20

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: _____

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Name:_____

Date:_____   Signature:_____

Project Manager

Comments:

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Date:_____   Signature:_____