

OOP Project

Group Name : Monster Rush

❖ Developers :

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❖ Introduction

Our goal is to create an engaging and fast-paced swarm-like survival.io game using Unity. Players will be pitted against hordes of enemies in a dynamic, ever-changing battlefield where survival depends on quick thinking, strategy, and effective resource management. The game will feature competitive modes that offers a fun and challenging experience for players based on their highscores.

❖ Objective

1. **Master Game Development Fundamentals:** Through this project, you'll gain hands-on experience with essential game development concepts, including procedural generation, enemy AI, player controls.
2. **Learn Unity's Toolset:** You'll become proficient in Unity, learning how to leverage its features for creating 2D/3D environments, implementing physics, using particle systems, and handling animation.
3. **Enhance Problem-Solving Skills:** By tackling challenges such as swarm AI, resource management, and balance, your team will develop critical thinking and problem-solving abilities necessary for game development.
4. **Improve Collaboration:** Working as a team will strengthen your skills in communication, division of tasks, and project management, preparing you for future collaborative projects.
5. **Build a Playable Game:** The ultimate goal is to create a complete, polished game that can be shared with players, giving you the satisfaction of seeing your work come to life and even potentially publishing it on platforms like Steam or mobile app stores.

❖ Core Feature

1. **Dynamic Swarm System:** Procedurally generated waves of enemies that grow stronger and more complex as the game progresses.
2. **Unique Environment Design:** Procedurally generated arenas with destructible terrain, environmental hazards, and power-ups.
3. **Resource and Skill Management:** Players gather resources, upgrade skills, and craft items during gameplay to enhance their survival chances.
4. **Real-Time Combat:** Intense real-time combat with simple yet rewarding mechanics designed for a fast-paced, arcade-like experience.

❖ Conclusion

This project is ambitious yet achievable with our team's skills and Unity's versatile development environment. By focusing on compelling gameplay, a strong multiplayer experience, and high replayability through swarm mechanics, this game has the potential to capture a dedicated player base.