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| |  | | --- | |  | | Mar 11, 2016  Jurassic world aventure [3d shooting game] [Save the world! There are the dangerous area with a background forest. Blood zombies and bats have an eye on human being as their feed. The only hope is our RoboCap! Do you think he can save the world from blood zombies?] | |  | |  | |  | | --- | | ADVENTURE GAMEGREATE SOUND EFFECTJURASSIC WORLDBE SURVIVAL!TIME TRIP TO JURASSIC WORLD | |  | | jsgAME **JIHEE SEO 300768856**  <https://github.com/iloy1004/3D-Assignment-3>  MAR 11, 2016 | |  | |

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|  | Game world  * This “Jurassic world adventure” game is 3D shooting game with a background Jurassic world. Player who did time slip to unknown Jurassic world have to be survival. The only thing that keep the play is old gun, AK-47. Unfortunately, the player is just feed to dinosaurs. The play should avoid or shoot the dinosaurs and find the gate of exit. If he finds 2 doors, he will get back to the current time! Good luck!  Detail game description  * The Player should avoid or shoot dinosaurs for surviving. The main purpose of the game is finding the exit gate. First gate will be the way to go to the next level, and second gate will be the final goal for going back to the present! Very beginning of the game, player has 5 lives, and unlimited bullet, however, if he is touched with enemies, he will lose his live. His enemies, dinosaurs, will rush at the player since he is just feed for them. The only way to be survival is finding the gate or shoot all dinosaurs in the field. Player can move- right, left, forward and backward- via keyboard specific keys, w,a,s,d or **←↑↓→.** Shooting key is “Space bar”.  camera  * 3D Camera * Screen size: Free Aspect |
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|  | Controls  * Up, down, forward and backward:  or * Bullet for shooting:  (space bar)  Interface Sketch |
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|  | Screen description  character  * Player with gun who did time slip is the main character. Since this game will be keeping the first person perspective during the game, user cannot see the player character.  Enemies  * Enemies, dinosaurs, will locate randomly in the ground, and rush at the player. They will try to hit and eat the player, so user should run away or shoot them.  Scoring  * **Lose lives**: Touching enemies -> Lose 1 live of total 5 lives * **Gain score**: Shooting dinosaurs -> + 200 point  Sound indexart/ multimedia index |
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