**“Revised Version Of Shooting Monster”**

**Topic:**

“Shooting Monster Desktop Game”

**Group Member:**

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**Theme:**

This is Desktop online game called **“Shooting Monsters”**. Basically, this will work online. All players (we use 20 players as in free version unity game only allowed 20 players) will must be connected with internet to join game. All players will fight with each other. The Player who has highest death rate will lose. Any player whose power gone to zero will be respawned. Match is dynamic (When all players left game) game will end. There are multiple players can fight with each other using guns(we will use built-in texture for guns.Each player have three different types of guns).

While playing game any player can select from two given modes which he want to play as Online and Offline mode. As name of **Online** shows it can only be play able having the working internet connection to connect with cloud and can only connected to other players using internet. So, when player wants to play online mode he must have to create the server for other players to join and can play in multi-player mode across globe. While one player created server other players just have to join that created server just by clicking its name given on Create Server screen. After joining of the server player have to select from given categories as SWAT and Assault. Any player whose power gone zero will be respawned. HP (Health points), Scores, Death and will be shown on top right of screen. Player can control movement of character. Health Score also displayed on enemy head. Player can use multiple guns .

In **Offline** mode,there is only one player and different enemies. Player use the gun to shoot the enemies. In offline mode the player have to kill all the bots walking in the map there is different map than online one. The player have to kill all the bots (computer based players) to win the game.

**Features:**

* Two modes (Online + Offline)
* Design Characters
* We will design a character for game.
* We wll design one character as a player and remainig as a bot.
* Fighting Riffles
* We will use built-in texture for guns.
* There are 3 types of guns i.e; Cz805, SniperSVD and MP05.
* Score Managers
* Server creation and Connectivity
* Server creation through internet.
* The minimum limit of player is 1.
* Health Points
* Map Designing
* Animations

**Tool and Language:**

We’ll use UNITY 3D game engine, C# and visual studio to create it. For graphics Make Human and Blender.