Sniper Hunter Game

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Dawood Haider
Creative_Dot Technologies
Lahore, Pakistan

Overview/Theme

Sniper Hunter 3D is a thrilling game that puts players in the shoes of a skilled hunter tasked with tracking and taking down various animals in a forest environment. The game is designed to offer a realistic hunting experience, with challenging targets and a range of weapons to choose from.

Players start each level in a different section of the forest, armed with a sniper rifle and a set number of bullets. The goal of each level is to take down a specific animal or group of animals within a set time limit. These targets can include deer, bears, wolves, zebras and other creatures that roam the forest.

As the player progresses through the levels, the difficulty increases, with tougher targets, shorter time limits, and more obstacles to navigate. Some levels may require the player to take out multiple targets, while others may require the player to use a specific weapon or approach to succeed.

To make things even more challenging, the animals in Sniper Hunter 3D are intelligent and can sense danger. The player must use stealth and strategy to get into position for the perfect shot, without alerting the animal to their presence.

In addition to the standard sniper rifle, players can also unlock other weapons and equipment, such as binoculars and traps, which can help them in their hunting missions.

Milestones

I.   Adjusting Player Controls for mobile UI

In this portion, the task is to effectively check and implement the player movements and controls for different mobile(Android) devices...

Time of completion: 1 day (28-02-2023)

II.   Creating an Environment for different Levels

I will create a complete game environment in which I'll add different animals, trees, rocks and ponds/lakes as it looks like in a real environment. Also set the player spawn positions according to different levels.

Time of completion: 1 day (01-03-2023)

III.   Putting Animals into action

Normally, the animals will be doing their usual activities i.e. gazing around, drinking water from the lake, etc. Whenever the player reaches a specific distance to the animal, it must react (run away to a certain distance and continue its normal activities). Also apply kill animation to the animals.

Time of completion: 3 days (02-03-2023 – 06-03-2023)

IV.   Apply Win/Lose condition to the player

There will be a set time and specific amount of ammo for the player to use in a certain level. If he/she manages to hit the target in the specified time and bullets, he passes the level and loses in contrast.

Time of completion: 1 day (07-03-2023)

V.   Implementing score criteria.

The Player will get some score for killing the target and at the end of the level, he/she gets a bonus on the condition of remaining time and bullets.

With the score, the player will get coins in trade with which he/she will buy different weapons to hunt in the game.

Time of completion: 1 day (08-03-2023)

VI.   Implementing UI to the whole game

In this portion, I will use the Graphical User Interface (GUI) provided by the designer and implement it to the game screens to make it easily interactable and fun to use.

The animations to each of the UI elements will also be applied.

Time of completion: 2 days (09-03-2023 – 10-03-2023)

VII. Apply sounds

The complete sound mechanisms for the UI, player, animals and the forest environment will be implemented to the game.

Time of completion: 1 day (13-03-2023)

VIII. Final Testing and Debugging

After the completion of the whole game, Its complete functionality will be tested and any visual or logical errors will be removed, if there are any.

Time of completion: 1 day (14-03-2023)