

The background image is a dark, atmospheric scene of a city in ruins. Tall, skeletal skyscrapers rise from a ground covered in rubble and debris. A lone figure, seen from behind, walks away from the viewer down a street that is littered with wreckage. The sky is filled with heavy, dark clouds, and a faint light source is visible on the horizon to the right, creating a somber and desolate mood.

Dead Killer

Where Dead Meet the Alive

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Table of Contents

1. Game Overview	1
1.1. Common Questions.....	1
1.1.1. <i>What is the game?</i>	1
1.1.2. <i>Why create this game?</i>	1
1.1.3. <i>Where does the game take place?</i>	1
1.1.1. <i>What is the main focus?</i>	1
2. Story	2
2.1. Complete story	2
2.2. Background story	2
3. Feature Set	3
3.1. General Features.....	3
3.2. Gameplay	3
4. Gameplay.....	4
4.1. Gameplay description.....	4
4.2. Controls	4
4.3. Interfaces	4
4.3.1. <i>Main Menu</i>	4
4.3.2. <i>Game Levels</i>	4
4.3.3. <i>Sub Menu</i>	5
4.3.4. <i>Game Play Description</i>	5
4.3.5. <i>Game Play Instructions</i>	5
4.4. Rules	6
4.5. Winning conditions	6
4.5.1. <i>Beat the Clock Mode</i>	6
4.5.2. <i>Survival Mode</i>	6
5. Game world	7
5.1. Overview.....	7
5.1.1. <i>Surface Detection</i>	7
5.1.2. <i>Safe House</i>	7
5.1.3. <i>Weapons</i>	7
5.1.4. <i>Titan Attack</i>	8
5.1.5. <i>Zombie Attack</i>	8
5.1.6. <i>Beat the clock Mode Won</i>	8
5.1.7. <i>Beat the clock mode lost</i>	9
5.1.8. <i>Survival Mode results</i>	9
6. Game Characters	10
6.1. Overview.....	10
6.2. Enemies, Monsters and other Types	10
7. Media list.....	11
7.1. Interface assets.....	11
7.2. Environments	11
7.3. Characters	11
7.4. Animation	11
7.5. Music and sound	11
7.5.1. <i>Background Music:</i>	11
7.5.2. <i>Weapon Sound:</i>	11
7.5.3. <i>Titan Attack Sound:</i>	11

7.5.4.	<i>Titan Death Sound:</i>	12
7.5.5.	<i>Zombie Attack Sound:</i>	12
7.5.6.	<i>Safe House Explosion Sound:</i>	12
8.	Technical specs	13
8.1.	Technology analysis (risks/alternatives)	13
8.2.	Platform & tools	13
8.3.	Delivery	13
8.4.	Game engine	13



The background image is a dark, atmospheric scene of a ruined city. In the foreground, there is a wet, reflective street littered with debris and rubble. A lone figure, seen from behind, is walking away into the distance. The street is flanked by tall, damaged buildings with exposed structural elements. The sky is overcast and grey, contributing to a somber and post-apocalyptic mood.

1. Game Overview

1.1. Common Questions

1.1.1. What is the game?

The dead killer is an adventure, survival, horror and first person shooting mobile game, it places the safe house on the surface in augmented reality environment when the surface is detected and superimposes two types deadly creatures into user's environment, the player can look around his surroundings and have to defend safe house as well as himself from titans and zombies. The game is played outdoor.

1.1.2. Why create this game?

This game is targeted towards the extensive mobile users, gamers who love to play AR and young generation. The primary motivation to make this sort of game is to superimpose a dreamland over genuine world. Our supposition that will be that the end client will have some good times in playing a fantasy game in an AR situation.

1.1.3. Where does the game take place?

Game is to be played outdoor anywhere in the world.

1.1.1. What is the main focus?

Have you ever imagined what would happen if someone uninvited with bad intentions broke into your world? How to respond to a dangerous threat? You have to defend at any cost, and with weapons which are available to you.



2. Story

2.1. Complete story

Now the dead are back in two form of horrible creatures i.e. titans and zombies, titans will attack the person and zombies will go for the house. Major Shelby is lone survivor in the city right now. He has to defend himself and safe house, which contains all the reinforcements. If Major Shelby fails the last hope to save human race will be lost.

2.2. Background story

Long time ago, there was an underground research facility where medical biologists worked to find a cure which can perpetuate human youth.

One day, a mouse escaped from the lab and brought a disaster to the city. A terrible plague swept and hundreds of millions of living creatures were infected into flesh-eating zombies . A scientist invented a solvent as cure and made it rain . All the zombies were dissolved and became skeletons.

In order to calm the impact of the incident, they buried the city underground and reestablished it. They killed the scientists to cover up the truth. But only they knew a secret, that the solvent cannot kill the brain cells and one day the dead will come back.

3. Feature Set

3.1. General Features

- Outdoor AR Shooting Mobile Game.
- Survival Mode.
- Beat the Clock Mode.
- 3D graphics.
- 32-bit color.

3.2. Gameplay

The dead are back in two form of horrible creatures i.e. titans and zombies. Safe house is last place of shelter from these uninvited guests, safe house also works as warehouse which contains ammunition and health reinforcement. Titans are on their way to end human life and zombies want to end any survival chance for humans by going for safe house. Player must defend the safe house and kill the titans to ensure safety of human life.

List of stuff

- Gameplay Instructions.
- Two Playing modes.
 - Survival Mode.
 - Beat the clock.
- Titans.
- Zombies.
- Safe house.
- Weapons.
- Health.
- Timer.

4. Gameplay

4.1. Gameplay description

Uninvited Dead are back in town to end human life and to destroy anything which can help humans to survive this visit. Player has to ensure against the will of titans and zombies. The gameplay of Dead Killer involves two playing modes. The scenario starts when safe house is placed. In beat the clock mode player has to survive against titans and protect the house from zombies till 120 seconds. In survival mode player has to survive and defend safe house as long as possible and make the high score.

4.2. Controls

The game application uses augmented reality to make it seem like objects are in your surroundings. Movement of player is done by physically walking or running around in the physical world. If you want to change the ammo or retrieve the health box player must go near to them and tap on these items. In order to shoot the creatures player must set the aim by moving mobile phone and set the aim marker on creature and tap on shoot button.

4.3. Interfaces

Mobile camera and touch screen of phone is utilized to explore around the physical world.

4.3.1. Main Menu



4.3.2. Game Levels



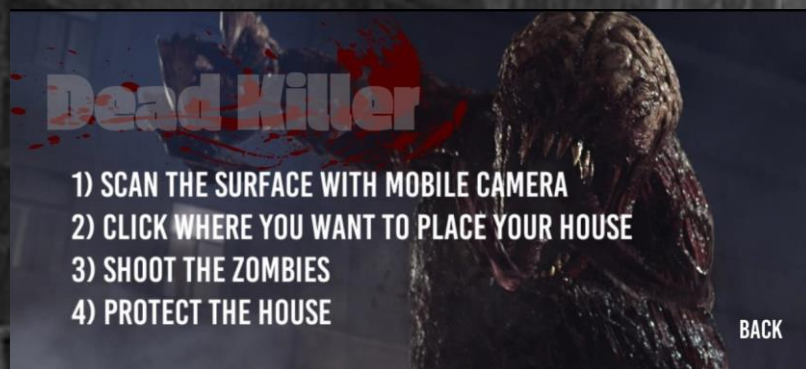
4.3.3. Sub Menu



4.3.4. Game Play Description



4.3.5. Game Play Instructions





4.4. Rules

- Detect the surface with mobile phone camera.
- Place the safe house after surface detection.
- Stay close to the safe house.
- Kill Titans and Zombies.
- Don't let zombies destroy the safe house.
- Go near the ammo & health box to retrieve them.

4.5. Winning conditions

4.5.1. Beat the Clock Mode.

- Survive till 60 seconds.
- Protect the safe house from zombies.

4.5.2. Survival Mode.

- Protect the safe house.
- Kill titans and zombies.
- Survive as long as you can.

5. Game world

5.1. Overview

5.1.1. Surface Detection



5.1.2. Safe House



5.1.3. Weapons





5.1.4. Titan Attack



5.1.5. Zombie Attack



5.1.6. Beat the clock Mode Won



5.1.7. Beat the clock mode lost



5.1.8. Survival Mode results



6. Game Characters

6.1. Overview

Dead Killer consist of three main characters.

- **Major Shelby**
 - Most important character of the game. He is responsible for saving the safe house. Player takes the role of him.
- **Titans**



- **Zombies**



6.2. Enemies, Monsters and other Types

The dead are back in two form of horrible creatures i.e. titans and zombies, titans are huge giant type deadly creatures, they will attack the player and zombies are smaller than titans but they are equally dangerous, they will go for the safe house. Player has to kill both of these creatures to survive.

7. Media list

7.1. Interface assets

Interface assets include main menu with gameplay instructions and 2 play modes. Furthermore during gameplay we have player and house health , timer and ammo information.

7.2. Environments

Capture real world from mobile phone camera.

7.3. Characters

- Player
- Titan
- Zombies

7.4. Animation

- Zombie Attack.
- Zombie Death.
- Titan Attack.
- Titan Death.
- Weapon Idle.
- Weapon Reload.
- Weapon Fire.

7.5. Music and sound

7.5.1. Background Music

The background music is being heard as soon as the game starts to give It a feel of horror. Background music helps to get into the game environment, the more you feel it the more you play it intensely.

7.5.2. Weapon Sound

The weapon sounds can be heard very clearly as the player enters the game environment and start shooting with different guns, it gives a real feel of shooting sense.

7.5.3. Titan Attack Sound

In the free asset package for the titan the demons, there are already some animations for their attacking. We used a dying animation and let them be played in the right situation.

The background image is a dark, atmospheric scene of a ruined city street. In the foreground, there is a wet, reflective surface, possibly a pool of water or rain. Debris, including what looks like a overturned car and scattered rubble, is visible. In the middle ground, a lone figure, possibly a soldier or survivor, is walking away from the viewer down the street. The background is filled with tall, damaged buildings, some with exposed scaffolding and structural damage. The sky is dark and overcast, with a bright light source visible on the horizon, creating a silhouette effect on the buildings and the figure.

7.5.4. Titan Death Sound

The sound of the titan dying as the health power of the titan reduces there's a clear roar can be heard of the titan dying.

7.5.5. Zombie Attack Sound

As the zombie attacks the player, the health power of the player is reduced, and a sound can be heard of player getting hurt/damaged.

7.5.6. Safe House Explosion Sound

As the player needs to save the safe house, there is the health for safe house as the health reduces the explosion of the house can be heard and the game ends.

8. Technical specs

8.1. Technology analysis (risks/alternatives)

The game thought is altogether broke down to make it intriguing for end-client, while remembering the accessible assets. Interface of the game is made in a manner to diminish the reliance on Lab gear. The story is characterized in a manner to make scope adaptable thinking about time and cutoff times.

8.2. Platform & tools

- Unity 3D.
- Android Phone.
- Unity AR Core.
- Microsoft OS.

8.3. Delivery

Delivery date according to project plan is 05th February 2020.

8.4. Game engine

- Unity 3D
([https://de.wikipedia.org/wiki/Unity_\(Spiel-Engine\)\)](https://de.wikipedia.org/wiki/Unity_(Spiel-Engine))))