**Unity zombie 360 shooter**

* Its 3D environment game made in Unity 3D game engine V 5.

**Game Mechanics**

* Game starts with Intro scene , It has play button and game Title.
* Gameplay scene consist all the core gameplay similar to reference video

All the scripts that responsible to run the game are as follows-

**Overview of Code**

* AIMove.cs – this script runs the car on specified path made up of waypoints, basically it helps to move on path set by pathline.cs
* AIMove\_Zombie.cs – Its similar to AImove, but has extra functionality with respect to zombies.
* ChangeScene.cs – it helps to navigate in between scenes.
* GunController.cs – It holds the code responsible for hitting bullet from gun of FPS and giving effect.
* Pathlines.cs – It holds the code which contains waypoints for particular path.
* Playerhealth.cs– If number of zombies increases player health decreases, and at last game gets over.
* Trafficlight.cs – it helps to make signals light green and red at random time.
* ZombieSpawner.cs – It spawns zombies at particular positions after random times.  
    
    
  Note : I took help of FPS prefab from standard assets built in package of unity.

**Thank You..**