PROJECT IMPLEMENTATION PLAN

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| Sr. | Milestone Detail | Outcome | Project  % | Roll # | Member’s Contribution | Learning Outcome | Viva |
| 1 | Graphical effects  Single player game(FPS)  Everlasting Impression  A player shall be able to:  Be able to set options  turn game music on or off  turn game sound effects on or off  Store Menu:  Select game mode  Select weapon  Select level | Main Menu with Settings | 5% | BSCSF16M032 | Design | GUI and working of tool |  |
|  | BSCSF16M053 | Design | Front End |  |
|  | BSCSF16M019 | Documentation | Understanding of unity |  |
| 2 | Game Options – (Story based or Adventure based)  2D GUI  Menu sounds    Exit  3Dplatforms/Environment:  Environment consists on graveyard at very first level of game. Then next environment will be changed in each level.  Sound & music  Game starts at night in graveyard. Zombies get out of their graves and starts kill humans. | Sub Menu  And Environment | 10% | BSCSF16M032 | Environment Setting | Front End |  |
|  | BSCSF16M053 | Searching Work | Searching ways |  |
|  | BSCSF16M019 | Documentation | Understanding of unity |  |
| 3 | Intelligent Agents: The active opponent that plays against the game player and therefore requires strategic decision making  Artificial intelligence of Zombies  Controls of the game  Player Character  Keyboard Controllable player character  Arrow left, right, up, down for move player character  Space for shooting  Player Movements  Move Left  Move Right  Stop  Reverse  Player Movement Script | Player Movement  And Zombie AI | 20% | BSCSF16M032 | AI | Artificial intelligence  Intelligent Agents |  |
|  | BSCSF16M053 | Animations | Animations and Animator Controller |  |
|  | BSCSF16M019 | Player Movement | Character Movement |  |
| 4 | Player Health Script  Randomly spawning Zombies with basic Artificial Intelligence  Zombies will move to attack the player when they are able to see.  Zombies cannot see through solid objects.  Zombies’ health decreases by Player’s attack on them.  Zombie AI Script  Zombie Health Script | Player and Zombie Health | 30% | BSCSF16M032 | Player’s Health | Death’s learning and animations |  |
|  | BSCSF16M053 | Zombie’s Health | Death’s learning and animations |  |
|  | BSCSF16M019 | GUI | Front End |  |
| 5 | Animation Powers of Zombies  Winning and Losing for both player and enemy | Zombies’ Animations | 45% | BSCSF16M032 | Powers’ Functionality | Understanding of powers |  |
|  | BSCSF16M053 | GUI | Front End |  |
|  | BSCSF16M019 | Win Lose Functionality | Success failure animations |  |
| 6 | Zombies bite humans and their virus transfers to them and the make zombies.  Changing human models into zombies after biting  Create AI for new zombies  Make flying Zombies  Make zombies that throw things  Make zombies with special powers like bilocation | Zombies’ Virus | 50% | BSCSF16M032 | Zombie Attack And people change into zombies | Models’ and animation Understanding |  |
|  | BSCSF16M053 | Zombies’ appearance style | Models’ and animation Understanding |  |
|  | BSCSF16M019 | Bilocation power of Zombies | Models’ and animation Understanding |  |
| 7 | Game sounds:  Ability to incorporate sound clips smoothly into game.  Background Music  Death Sound of player  Weapon(can be gun, melee, knife, sword, silver weapon ) sound of Player  Player moving sound  Obstacle collision  Menu Buttons | Sounds | 55% | BSCSF16M032 | Collisions | Understanding of assets |  |
|  | BSCSF16M053 | Weapons’ sound Arrangement | Wav Sounds and audio listeners |  |
|  | BSCSF16M019 | Other Sounds | Wav Sounds and audio listeners |  |
| 8 | Player saves child from zombies on the request of his mother. By this he serves for humanity. | Saves Child | 60% | BSCSF16M032 | Fight with zombies | Animations |  |
|  | BSCSF16M053 | Saves Child | Animations |  |
|  | BSCSF16M019 | Searching Models | Searching |  |
| 9 | Add fire and lights in the whole game.  Make zombies explode with player’s weapon. Make their death style different. | Lightening and Explosion | 65% | BSCSF16M032 | Explosion of Zombies | Explosion |  |
|  | BSCSF16M053 | Adjust Fire | Animations and particle system |  |
|  | BSCSF16M019 | Lightning | Animations and particle system |  |
| 10 | Antivirus saves at rare place with Glasses’ walls among different dangerous zombies of all kinds.  There are hurdles in the way of player like electricity current, storm, heavy water falling, throwing things, horror places and listed below things. | Antivirus’  Protection and Security | 70% | BSCSF16M032 | Zombies’ Attack on player | Animations |  |
|  | BSCSF16M053 | Environment | Front End |  |
|  | BSCSF16M019 | Hurdles | Assets Front End |  |
| 11 | Player search the antivirus for save people. And these hurdles he faces:  Chase sequence:  Introduce new enemies.  Alter player's intended path.  Disable a mechanic suddenly (i.e. lights go out).  Slow player movement or other mechanic (i.e. player takes  a fall)  Player gets antivirus successfully by fighting and face with his each hurdle. | Player gets Antivirus | 75% | BSCSF16M032 | Chase Sequences | mechanics |  |
|  | BSCSF16M053 | new enemies | Animations |  |
|  | BSCSF16M019 | Player gets antivirus | Animations |  |
| **12** | Player success or failure:  Success - player moves on to next gameplay loop (area) and learned behaviors are reinforced or problems overcame if learned behaviors are tampered with.  Failure - player is punished with death, scared, and has to replay area or chase sequence. Also learns what not to do. | **Player’s Success and**  **Failure** | **80%** | BSCSF16M032 | **Death and failure functionality** | Animations |  |
|  | BSCSF16M053 | **GUI** | **Front End** |  |
|  | BSCSF16M019 | **Success functionality** | Animations and  **Front End** |  |
| 13 | Player Spread antivirus for save people by going on the tower in that area which is mission of player.  All zombies destroyed automatically when sunrise at morning.  Scores:  display high score after death of player or zombies | **End of Zombies** | **85%** | BSCSF16M032 | Spread antivirus | **Animations** |  |
|  | BSCSF16M053 | display high score | **Front End** |  |
|  | BSCSF16M019 | zombies destroy | **Animations** |  |
| 14 | Creating environments for next levels like graveyard in first level, then next hospital, college, public place, beach, cottage, etc. | **Create next Levels** | **90%** | BSCSF16M032 | **Levels** | Understanding of unity |  |
|  | BSCSF16M053 | **Levels** | Understanding of unity |  |
|  | BSCSF16M019 | **Levels** | Understanding of unity |  |
| 15 | Change environment of each level  Change weapons  Change level of mission in each level of game  blood splatters on screen | **Different Environments** | **95%** | BSCSF16M032 | **Work on weapons** | Understanding of unity and animations |  |
|  | BSCSF16M053 | blood splatters | **Front end and design** |  |
|  | BSCSF16M019 | **Work on environments** | Understanding of unity |  |
| **16** | Test Cases  Play Game  Easy Mode  Hard Mode  Quit Game  Change Player  Create Environment  Join Environment  Move AI Zombie  Player Movement  Kill zombies  Health of Player  Game End | **Testing** | **100%** | BSCSF16M032 | **Testing** | Understanding of unity |  |
|  | BSCSF16M053 | **Testing** | Understanding of unity |  |
|  | BSCSF16M019 | **Testing** | Understanding of unity |  |
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Team

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