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Information Technology and Science

Table of Contents

List of Figures

Overview

Title: Beast Busters

Platform: PC Standalone + IOS & Android

Genre: Endless 3D survival shooter

Target: Casual gamer (aging from 12 - 30)

Release date: April, 2020

Tool: Unity Technologies

Beast Buster is a First-person endless survival arcade game. First-person shooter (FPS) is a video game genre centered on gun and other weapon-based combat in a first-person perspective; that is, the player experiences the action through the eyes of the protagonist. Now the Player must survive by avoiding the zombie enemies. They may accrue points by utilizing Gun to attack the zombies in one of four different ways (Lightning Ray, Freeze Ray, Stink Bomb, and Slime). This game has its heart in the countless number of zombie movies we have grown to love. Knowing this background, we hope you will understand when we say, ZOMBIES!!! Is not a nice game. It is however, a lot of fun. Then again, anything filled with this many living corpses can't be all bad. Yes, you will die and be forced to start over. Yes, you will find yourself backed into a corner, surrounded by the recently dead. But, you will also become a very large pain to your fellow players and if you are the first one to make it out of the city, it will all be worthwhile…

High Concept

Beast Buster sets the Player in a magnified children's room where he is attacked by their own zombified Guns. Zombies are coming from everywhere, looking for you. Fight back with Guns and Knife! …This is a fast-paced game to explore the interaction between Realism, Liberalism, and Constructivism in a simulated zombie outbreak. There are five states that must attempt to coordinate to head off the threat…

Getting Started

Please read the topics bellow to quickly get started with Beast Buster. The introductory topics will give you the brief overview of the Game concept. It requires just a couple minutes to see how it's easy and fun to play Game ……

1: Graphics/ Interface

Fig.1.1

Unity3D is a powerful cross-platform 3D engine and a user friendly development environment. Easy enough for the beginner and powerful enough for the expert; Unity should interest anybody who wants to easily create 3D games and applications for mobile, desktop, the web, and consoles

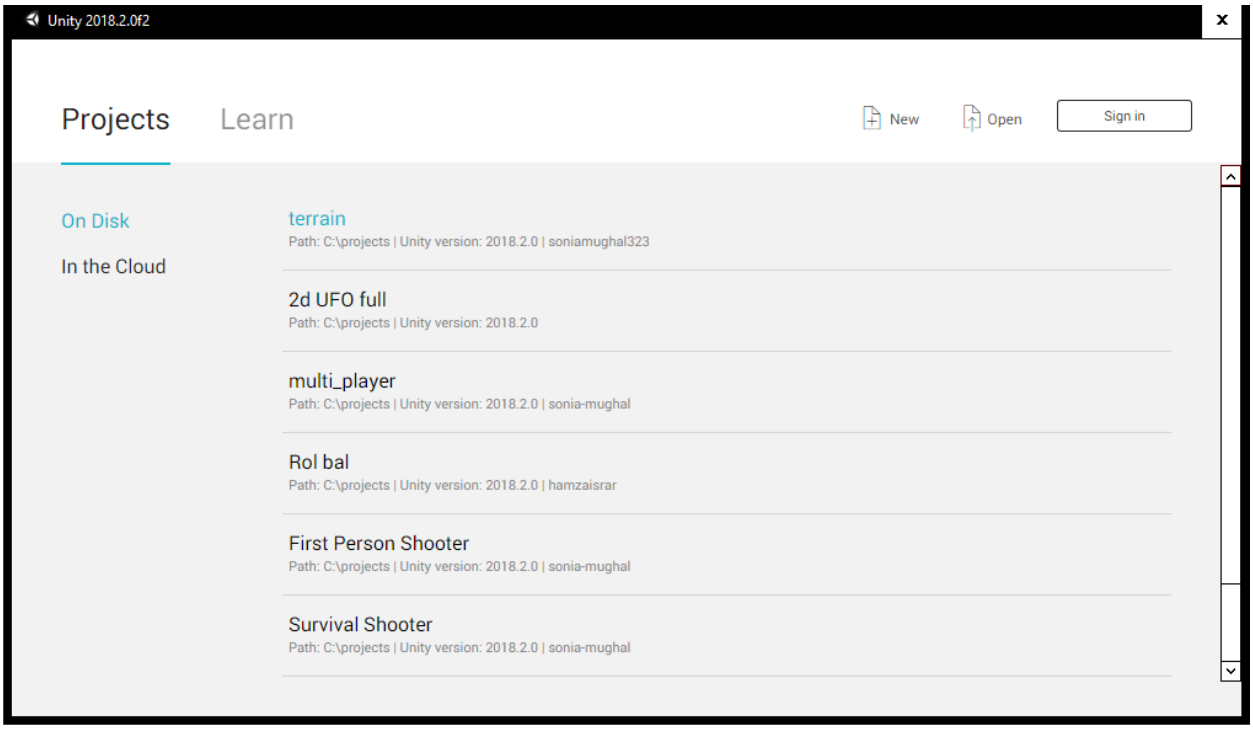


Fig.1.2

Anything built in Unity will work exactly the same way in Unity Pro. This means you can choose to upgrade at any point if you need the additional features, or want to publish to more platforms such as iOS and Android. There's also a 30 day Pro trial you can sign up for in order to test drive all the extra features! The Unity application is a complete 3D environment, suitable for laying out levels, creating menus, doing animation, writing scripts, and organizing projects. The user interface is well organized and the panels can be fully customized by dragging and dropping. The Project panel is where all the assets within a project are stored. When assets are imported, they will first appear here.The hierarchy panel is where assets are organized in a scene. Assets from the Project panel can be dragged into the Hierarchy panel to add them to the current scene. Unity's asset importing is robust and intelligent. Traditionally, 3D game engines have usually been finicky things and are very particular about what files you give them, forcing developers to carefully convert all their files

1.1: Single player Game (FPS/Third Person)

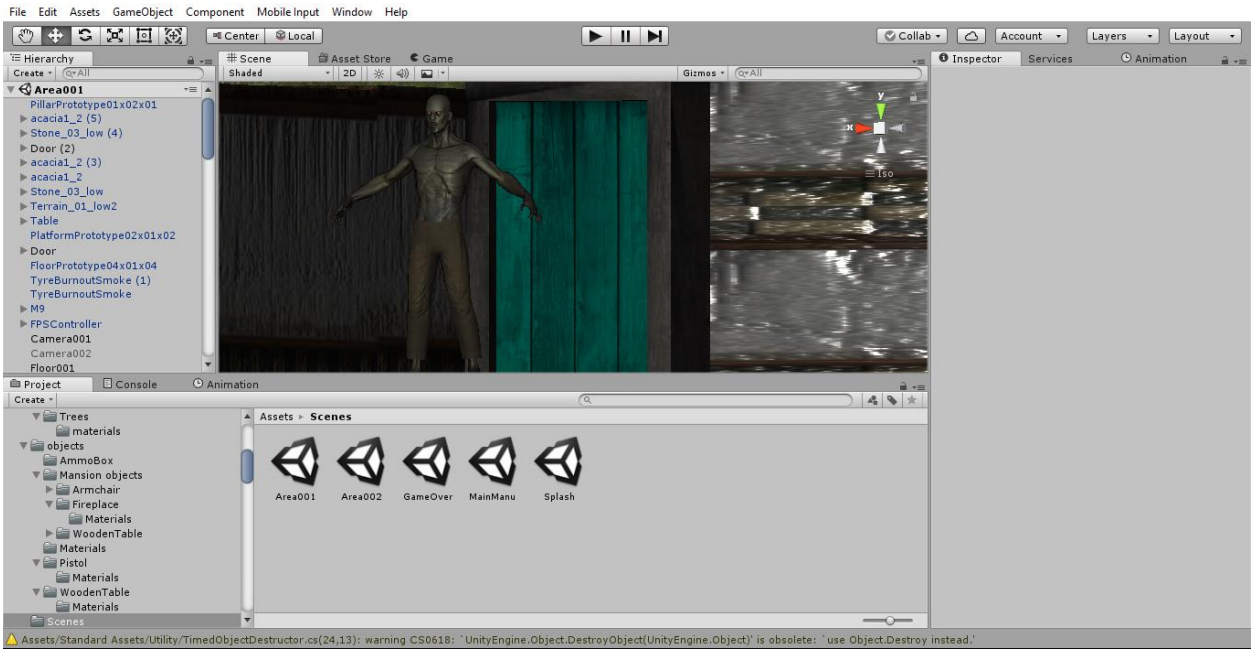


Fig.1.3

1.2. Tool Bar/ Inspector Panel

Fig.1.4

The **Toolbar** consists of seven basic controls. Each relate to different parts of the Editor.

 Transform Tools – used with the Scene View

Transform **Gizmo** Toggles – affect the Scene View display

 Play/Pause/Step Buttons – used with the Game View

 Cloud Button - opens the Unity Services Window.

Account Account Drop-down - used to access your Unity Account.

Layers Layers Drop-down – controls which objects are displayed in **Scene** View

Layout Layout Drop-down – controls arrangement of all Views

Inspector Panel

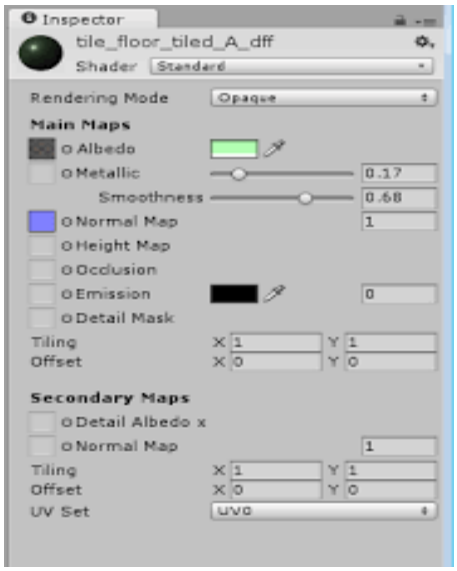


Fig.1.5

The Inspector panel lets you inspect and adjust all the attributes of a selected asset. Everything from its position and rotation, to whether it's affected by gravity or able to cast a shadow. The Scene panel is a 3D viewport where you can physically arrange assets by moving them around in 3D space.

1.3: Everlasting Impression

Fig.1.6

1.5: Store Menu

Select Game Level

Fig.1.7

For the first step, we need to create some simple test levels for the player to select from. From the menu, select **File | New Scene** to create a new scene with a main Camera and Directional Light. Then, from the hierarchy view, select **Create | 3D Object | Plane** to place a ground plane. Select **Create | 3D Object | Cube** to place a cube in the scene.

Select Weapon

Fig.1.8

2: Beast Busters Main Menu

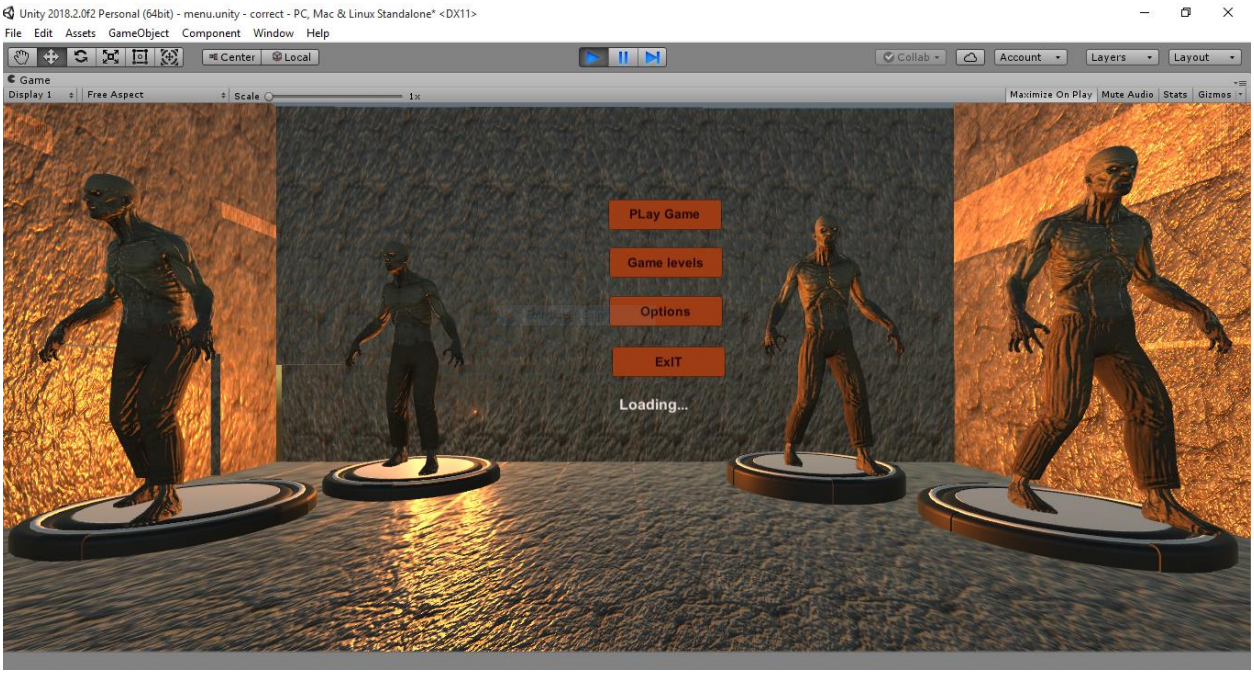


Fig.2.1

3: 3D Platforms/ Environment

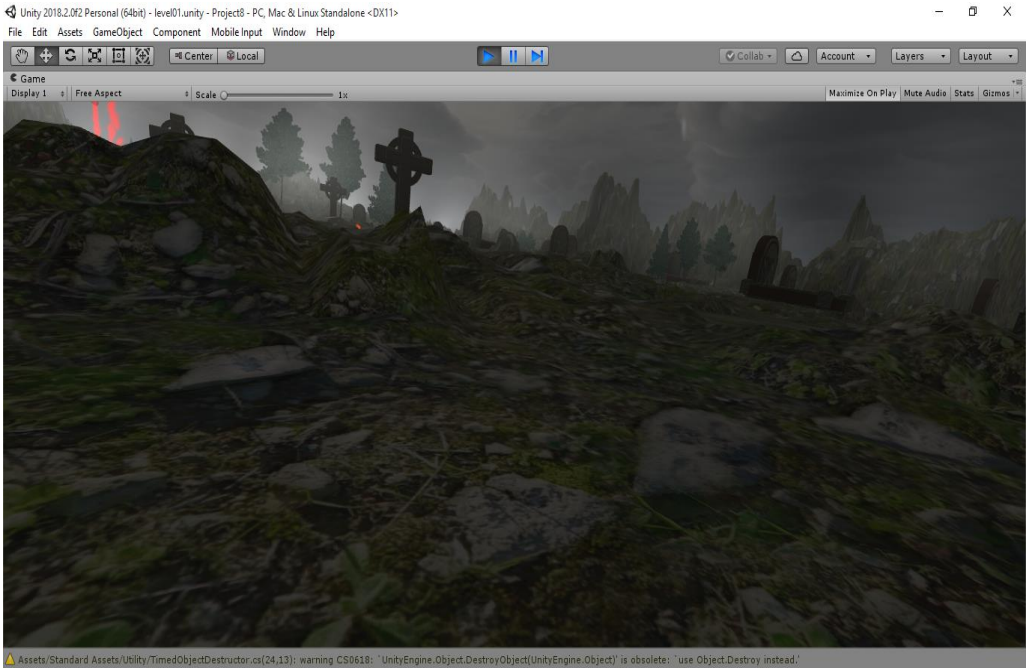


Fig.3.1

4: Build Settings

The Build Settings window allows you to choose your target platform, adjust settings for your build, and start the build process. To access the Build Settings window, select **File** > **Build Settings...**. Once you have specified your build settings, you can click **Build** to create your build, or click the **Build and Run** to create and run your build on the platform you have specified. This part of the window shows you the scenes from your project that will be included in your build. If no scenes are shown then you can use the *Add Current* button to add the current scene to the build, or you can drag scene assets into this window from your project window. You can also unstick scenes in this list to exclude them from the build without removing it from the list. If a scene is never needed in the build you can remove it from the list of scenes by pressing the delete key.

Scenes that are ticked and added to the Scenes in Build list will be included in the build. The list of scenes will be used to control the order the scenes are loaded. You can adjust the order of the scenes by dragging them up or down.

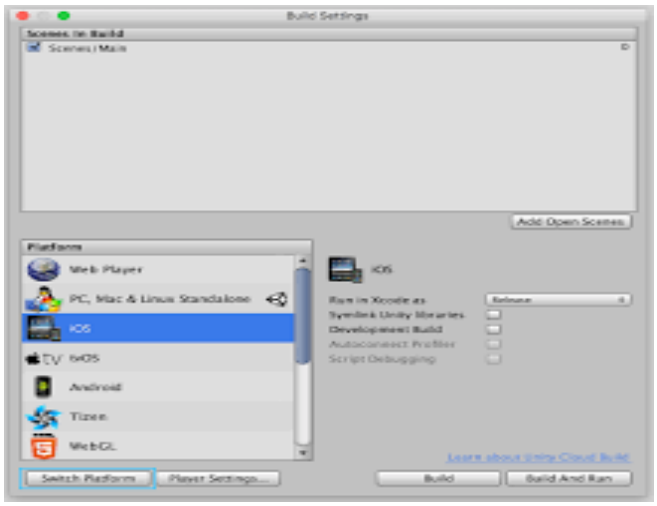


Fig.4.1

6: Written in C sharp/Tools

We use C sharp for player movement, health means objects movement …C sharp language we written in Visual studio tools'. C Sharp language is use AS main helping tool for objects movement in game …it's very easy tool that provide...We use different scripts for this working i.e. Player Health, Camera Controller view…

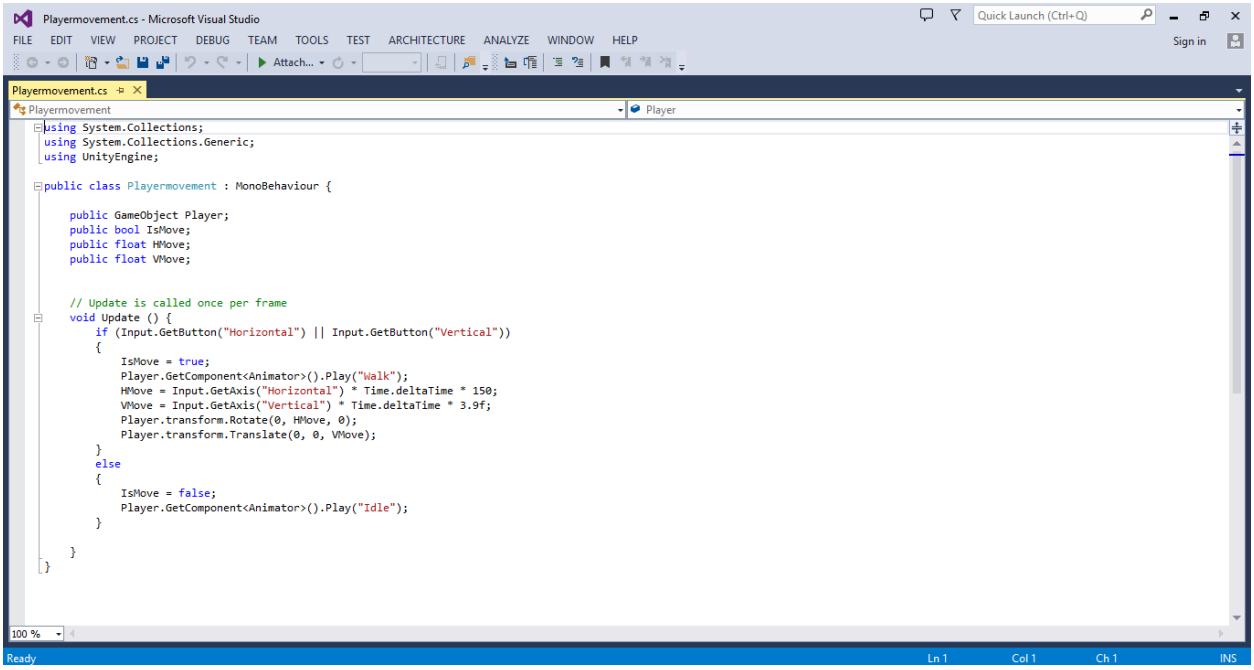


Fig.6.1

8: Sounds and Music

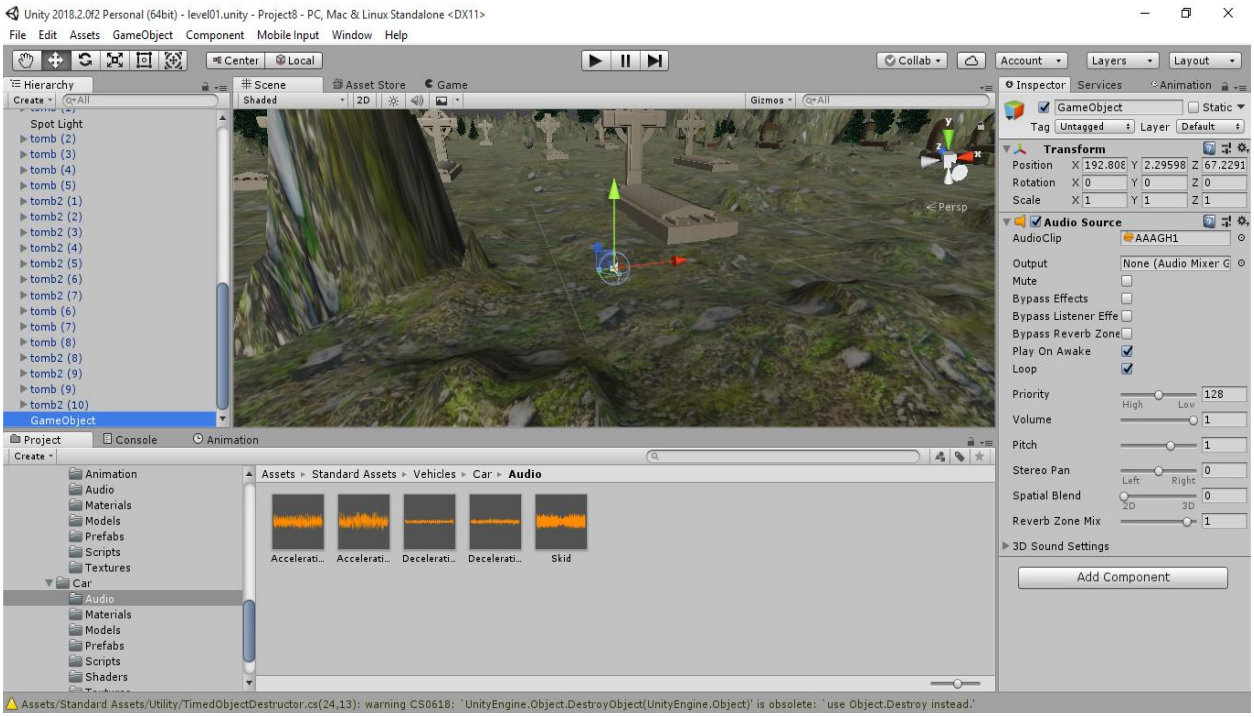


Fig.8.1

9: Textures

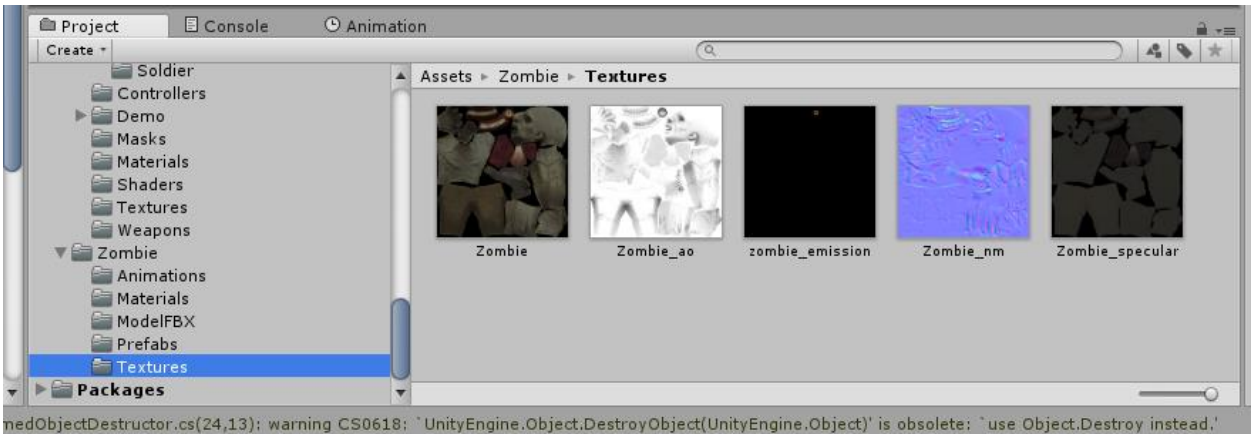


Fig.9.1

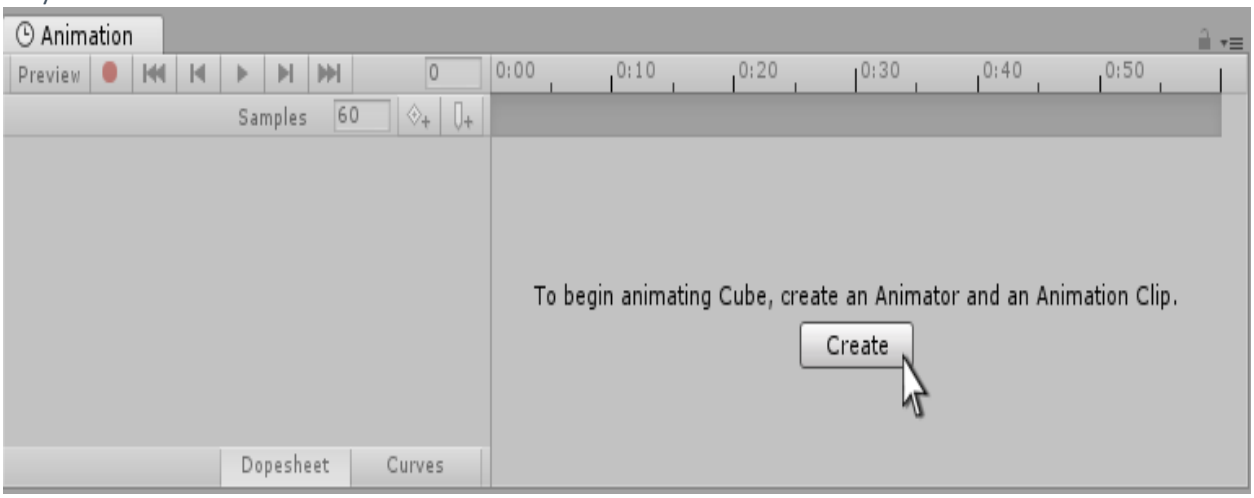
Textures are image or movie files that lay over or wrap around your Game Objects to give them a visual effect. This image details the properties you need to manage for your **Textures**. **Unity** recognizes any image or movie file in a **3D** project's Assets folder as a **Texture** (in 2D projects, they are saved as Sprites).

10: Animations

To create a new **Animation Clip**, select a Game Object in your Scene, and open the **Animation Window** (top menu :) **Window** > **Animation** > **Animation**.

If the **Game Object** does not yet have any Animation Clips assigned, the "Create" button appears in the center of the Animation Window **timeline** area (see *Fig : Create a new Animation Clip*).

Click the **Create** button. Unity prompts you to save your new empty Animation Clip in your **Assets** folder



. Fig.10.1

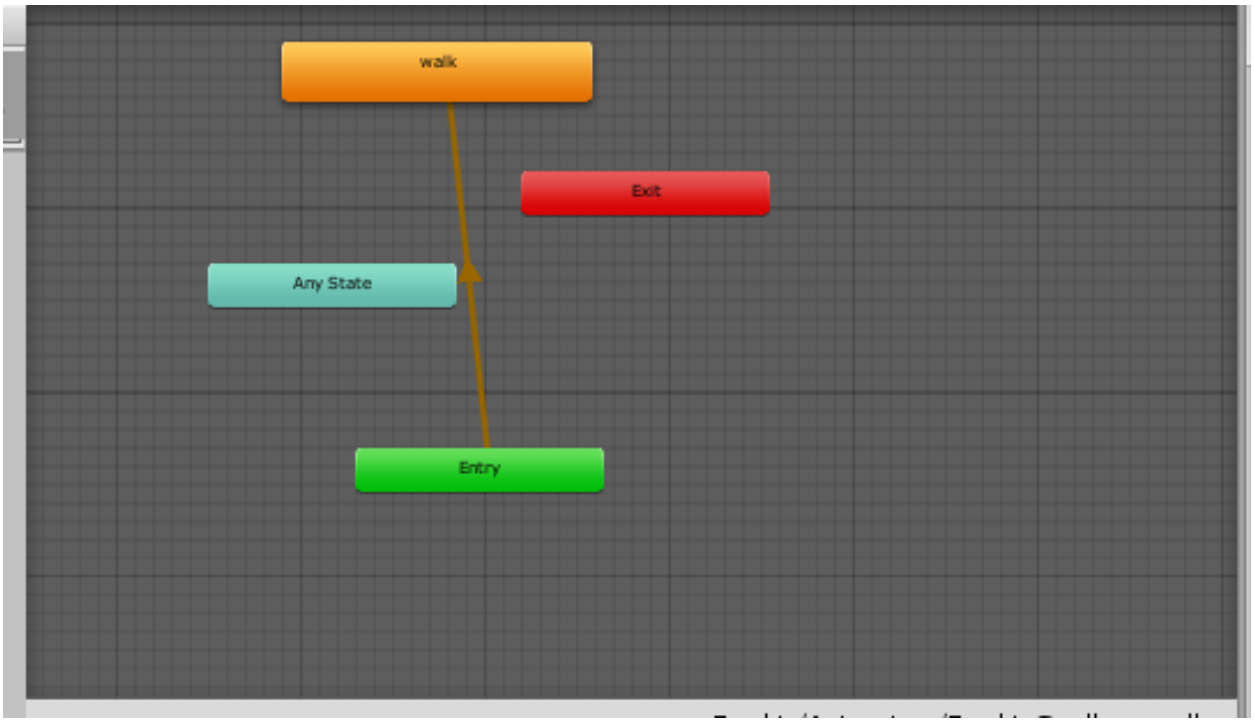


Fig.10.2

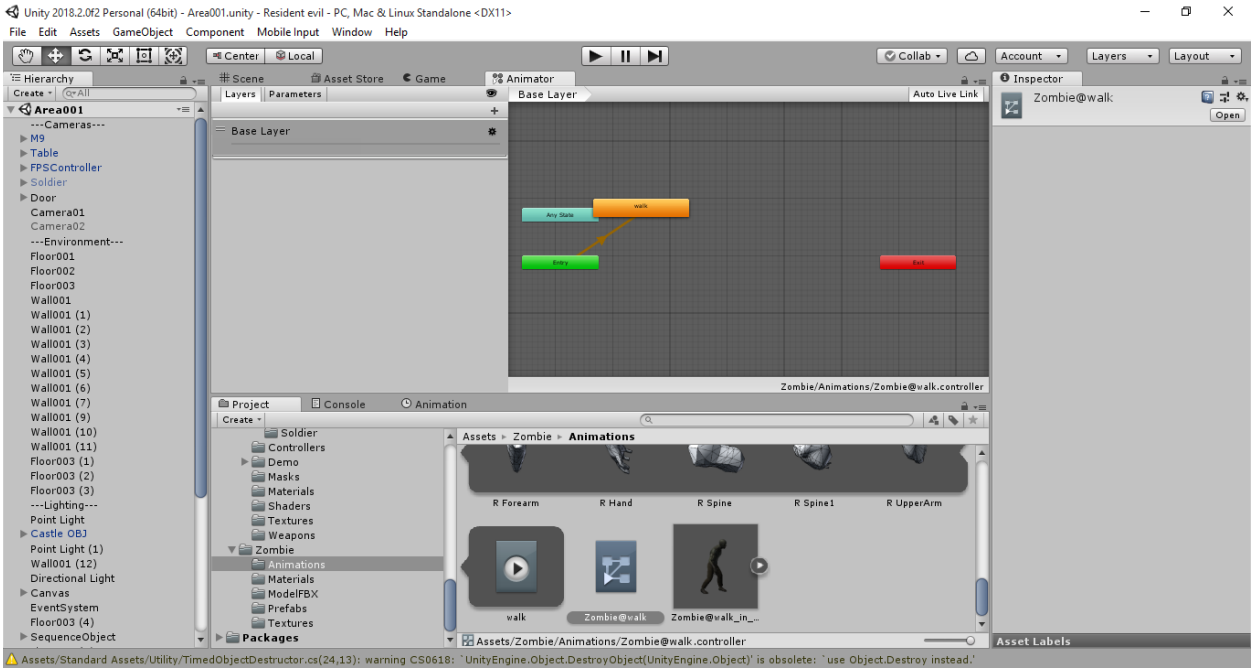


Fig.10.3

11: Player Health/Health Effect

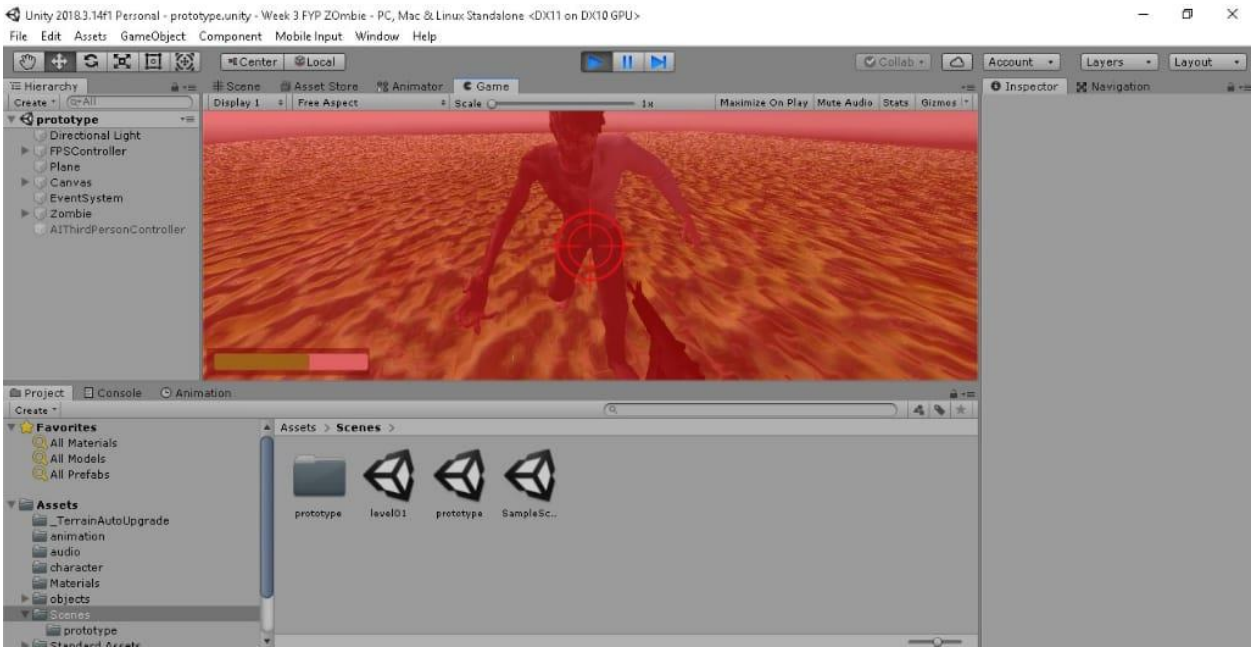


Fig.11.1

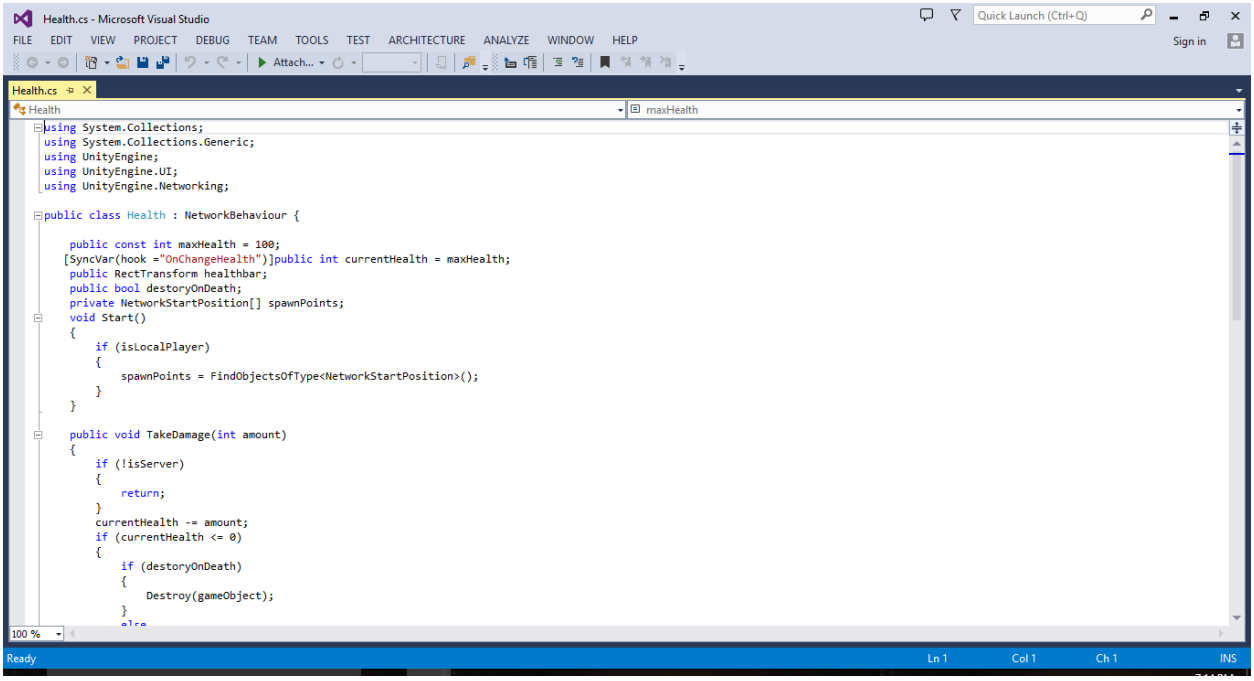


Fig.11.2

Player health changes According to script coding…if Zombies Attack players Health decrease ...If players health is down and at specific time full low then Game is over at That Location…

12: **Game Over**

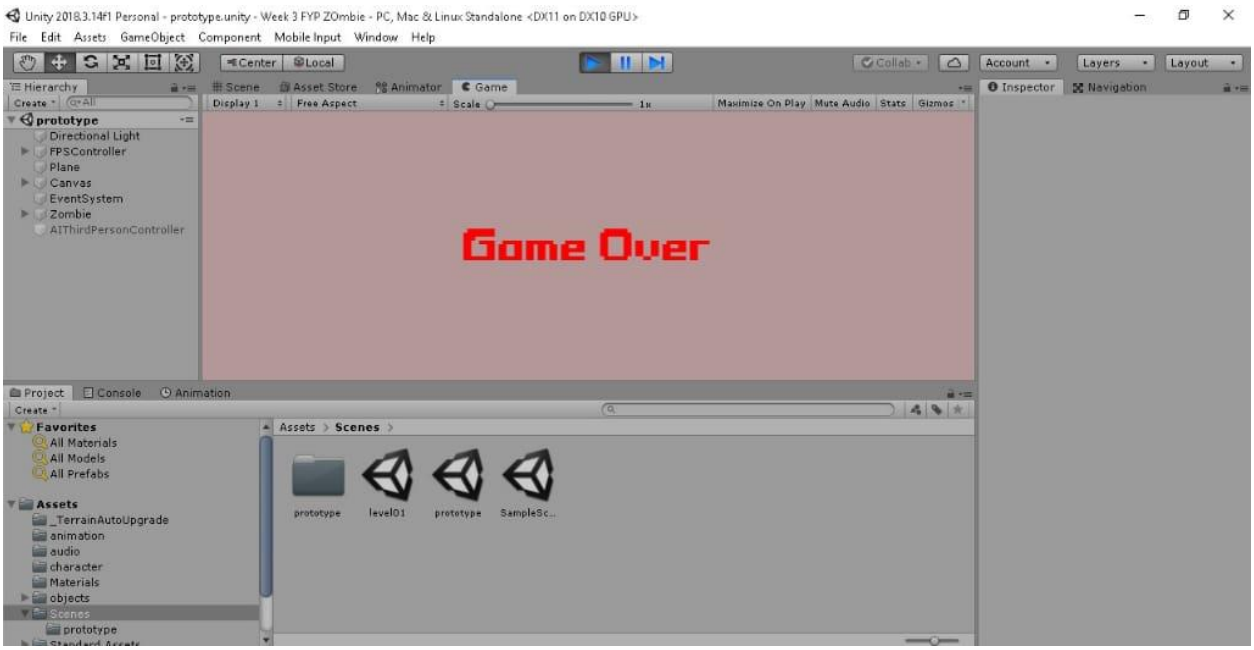


Fig.12.1

13: Game starting At Grave

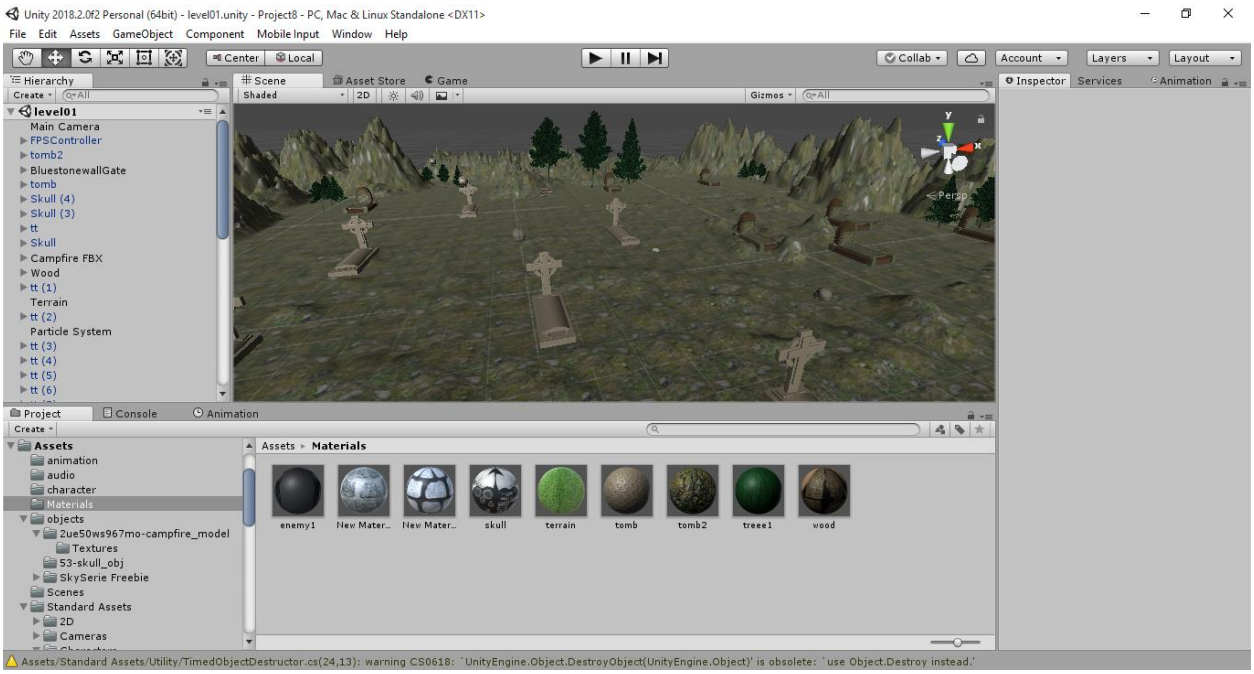


Fig.13.