



BEAST BUSTERS REPORT



Table of Contents

1. Main success scenario.....	2
2. Use Case:	
1.1.Play Game).....	3
1.2.Pause Game.....	4
1.3.Resume Game.....	5
1.4.Save Game.....	6
1.5.Exit Game.....	7
1.6.Select Mode.....	8
1.7.Select Story(Easy Mode).....	9
1.8.Infinite Attack Mode(Difficult Mode).....	10
2. Use Case Diagram.....	12
3.1. Description of Use Case.....	14
3. Project Justification.....	16
4. ERD Diagram.....	18
5. Class Diagram.....	19

Main Success Scenario:

- 1.** User selects the game. Game loads and opens the main menu.
- 2.** User selects the game mode (easy or difficult).
- 3.** Game starts.
- 4.** User plays the game as he saves himself in that horror environment against zombies which are chasing him by AI (Artificial Intelligence).
- 5.** User kills the zombies and win the game.
- 6.** Scores displays on the screen and user goes to next level.

7. Steps 4, 5 & 6 repeats until the game ends.

8. At the end, either player is dead or the win successfully.

<i>USE CASE: PLAY GAME</i>	
Primary Actor	Player/Gamer
Secondary Actor	Zombies, Environment
Pre-Condition	The Application should have launched properly.
Post-Condition	The game starts.
Alternative Course	<ul style="list-style-type: none">• On the title screen, the play game button populates on the screen.• Upon pressing the button the application should take the user to the gameplay screen.

	<ul style="list-style-type: none"> • The tutorial screen populates which should disappear on a single tap.
Success Criteria	

<i>USE CASE: PAUSE GAME</i>	
Primary Actor	Player/Gamer
Secondary Actor	Zombies, Environment
Pre-Condition	The game should have started.
Post-Condition	The game starts.
Alternative Course	<ul style="list-style-type: none"> • When the game starts the pause button populates on the screen. • Upon pressing the pause button the application should

	<p>take pause the environment.</p> <ul style="list-style-type: none"> • The screen fades and populates the game and resume game button.
Success Criteria	

<i>USE CASE: RESUME GAME</i>	
Primary Actor	Player/Gamer
Secondary Actor	Zombies, Environment
Pre-Condition	The game should have started.
Post-Condition	The gameplay and environment should be resumed.
Alternative Course	<ul style="list-style-type: none"> • When the pause button is pressed the resume button should populate on the screen.

	<ul style="list-style-type: none"> • Upon pressing the resume button the application should take resume and start the environment again. • The screen fades into normal gameplay.
Success Criteria	

<i>USE CASE: SAVE GAME</i>	
Primary Actor	Player/Gamer
Secondary Actor	Zombies, Environment
Pre-Condition	The game should have be played.
Post-Condition	The information at that particular frame should be saved.
Alternative Course	<ul style="list-style-type: none"> • When the pause button is pressed the save button should

	<p>populate on the screen.</p> <ul style="list-style-type: none"> • Upon pressing the save button the application should save the progress. • The application takes the user back to the main/title screen.
Success Criteria	

<i>USE CASE: EXIT GAME</i>	
Primary Actor	Player/Gamer
Secondary Actor	Zombies, Environment
Pre-Condition	The game should be at title screen or the should have been paused.
Post-Condition	The game process is killed.
Alternative Course	<ul style="list-style-type: none"> • When the pause button is pressed the exit button appears.

	<ul style="list-style-type: none"> • Upon pressing the exit button the application should kill all the objects and the bodies and it should end the gameplay. • The application closes.
Success Criteria	

<i>USE CASE: SELECT MODE</i>	
Primary Actor	Player/Gamer
Secondary Actor	Zombies, Environment
Pre-Condition	The application should have launched.
Post-Condition	The user gets into the mode selection area.

Alternative Course	<ul style="list-style-type: none"> • The button is populated on the main screen of application. • Upon pressing the select mode button the application should take the user to the mode selection area. • The different modes should be populated.
Success Criteria	

<i>USE CASE: STORY MODE(easy mode)</i>	
Primary Actor	Player/Gamer
Secondary Actor	Zombies, Environment
Pre-Condition	The mode selection event should have triggered.

Post-Condition	The gameplay becomes easy.
Alternative Course	<ul style="list-style-type: none"> • The game mechanics and physics are according to game story. • Player achieve his goals in whole game till his death. • The user is brought back to main menu screen.
Success Criteria	

<i>USE CASE: INFINITE ATTACK MODE(difficult mode)</i>	
Primary Actor	Player/Gamer
Secondary Actor	Zombies, Environment
Pre-Condition	The mode selection event should have triggered.

Post-Condition	The gameplay has missions and become difficult.
Alternative Course	<ul style="list-style-type: none"> • The game mechanics consists on different levels and missions. • Player saves himself in each level and complete each mission successfully. • The user is brought back to main menu screen.
Success Criteria	

USE CASE DIAGRAM

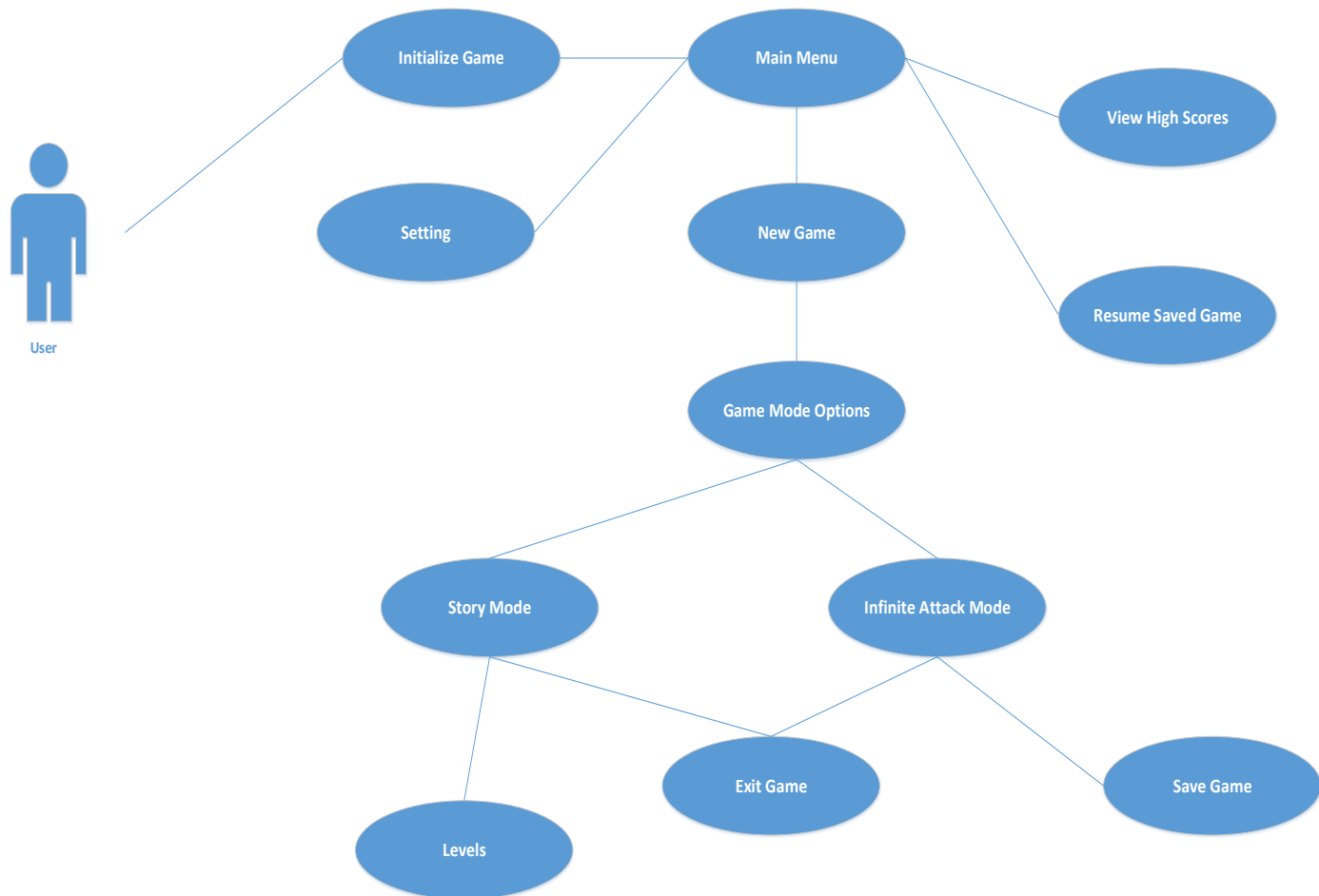


FIGURE: USE CASE FOR ZOMBIE SHOOTING GAME

DESCRIPTION OF USE CASE DIAGRAM:

Initialize Game:

This is where the user loads the game that is stored on their device and prepares to play.

Home Screen:

The welcome screen for the game. Here the player will be presented with options to direct their gaming experience.

Resume Saved Game:

One of the options on the home screen. The player can choose to resume a game that was previously saved. There is only one saved game.

New Game:

One of the options on the home screen. The player can choose to start a new game from the beginning.

View High Scores:

One of the options on the home screen. The player can choose to view the highest scores achieved.

Game mode options:

A required functionality of a new game. Before a new game is started, the player must choose whether they want to play the game in one of the available modes.

Infinite Attack Mode:

One of the modes of play that can be chosen by the player. In this mode the player is confronted by waves of enemies that do not stop until the player has either chosen to end the game or the player eventually loses.

Story Mode:

One of the modes of play that can be chosen by the player. In this mode the player must complete a series of levels in order to beat the game. At each level the player is presented with a story that describes the motivation for completing each level.

Levels:

The levels within the story mode option. Each level presents its own scenery and challenges.

End Game:

An optional functionality that allows the player end the game normally. An abrupt end to the game will only result in the user having to start a new from the beginning. End game gives the player the option to save the game.

Save Game:

An optional functionality that allows the player to save the state of a game for the purpose of later returning to that point in the game and continue play.

PROJECT JUSTIFICATION

Complex:

IN Beast busters we place uncertainty at each point, that factor increase complexity in Game. A classic top-down perspective ,multiple modes (including campaign, survival and horde) and a multitude of characters ,skills, weapons, upgrades and other RPG elements give Beast Busters more replay value than many of its counterparts on more traditional systems. In addition to being incredibly obscene in almost every way, it actually got good reviews.

Innovative:

Characters The Gorgeous FMV backgrounds and fancy-pants voice Make game innovative. The Production values are amazing for a mod and anyone with the capabilities should this saga from beginning to end...The Atmosphere and production values are all spot on, and the dual-stick control ,despite their overuse in the genre, work well..... A 'bullet time' effect is triggered, this effect changes the density and gravity of the Environment Characters with different agendas like zombies awake from graves, zombies bite people and transfer their virus to them and people become zombies. Also while on the topic of survivors, will give each one a special talent or ability, make them useful.

Applicable:

1. The game upfront accessibility and ready deployment on multiple gaming consoles, from laptop to PlayStation to XBOX and on android phone (Cross-platform play).
2. Our game gives his players continuous challenges, each of which leads to another challenge, to keep them “hooked” on playing a game.

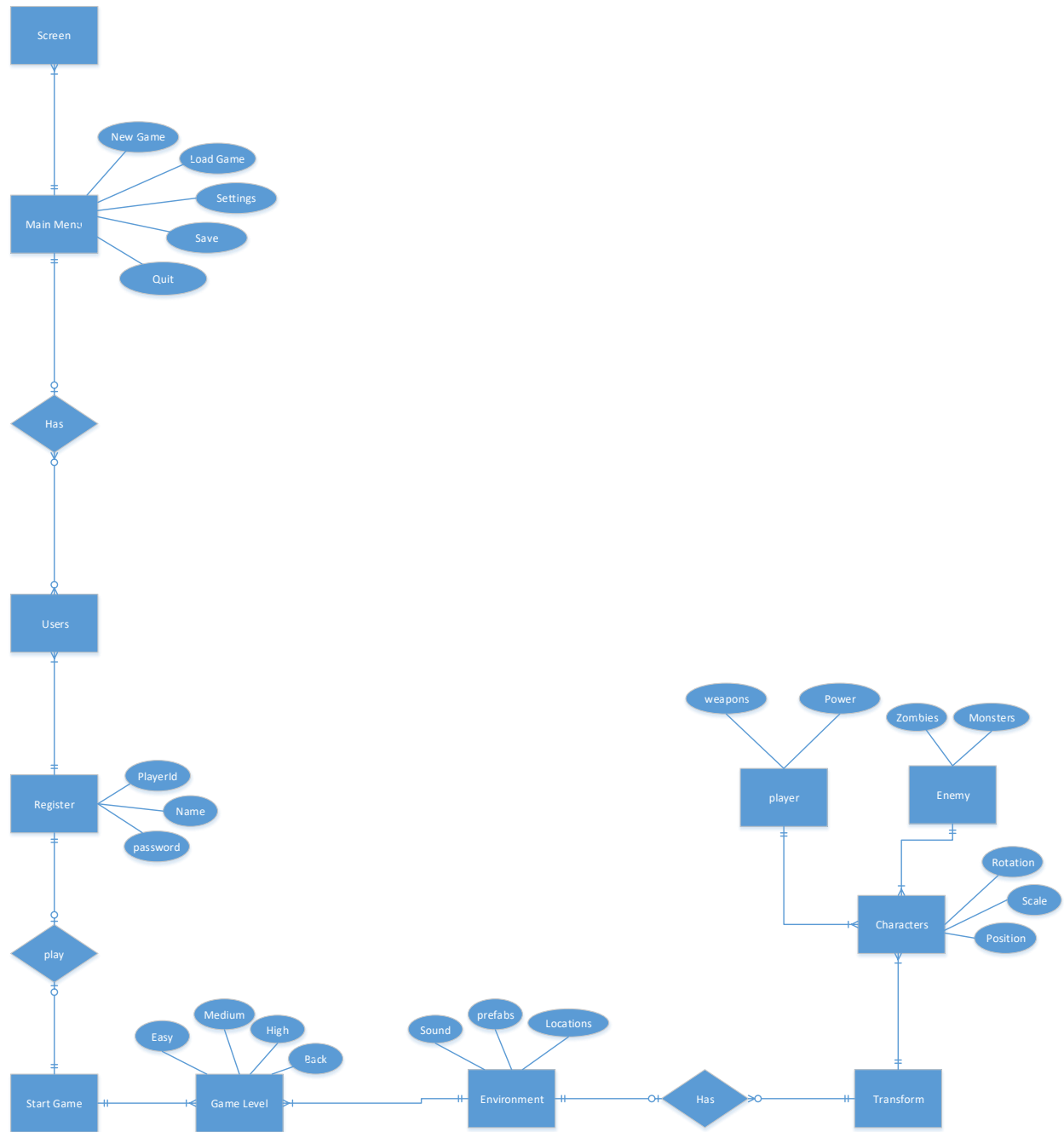
Scope:

The enhanced level is presented as a prototype and work in progress, rather than as a polished and complete implementation. The levels include background story and progression, and focused on the combat gameplay of the level. Beast Busters is a single-player strategy game on the Desktop platform. The player will progress through levels, which require precise manipulation of the environment though the game encourages creativity and daring via branching pathways. The episodic structure of the game facilitates the pace of story. We demonstrate the actions flow between inputs, scripts, display (output). We are working mainly with story, levels, object, animations, graphics, scripts, game engine facilities.

Size:

Our project will have suitable size because we will not use large size character models, large environment settings, Set all used textures to have lower resolution, reducing the resolution of textures reduces the space The game upfront accessibility and size deployment on multiple gaming consoles, from laptop to PlayStation to XBOX and on android phone (Cross-platform play).

ERD DIAGRAM OF BEAST BUSTER GAME



CLASS DIAGRAM OF BEAST BUSTER GAME

