

BSCSF16M032

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Capstone-I

PROJECT PROPOSAL

ABSTRACT:

The concept of the game is a 3D Zombie game that is playable in both 1st and 3rd person. It will be set in an apocalyptic city in a world that has been ravaged by a terrifying disease. (1)

In this game, you will kill dead full zombies appearing around you. You can watch through the camera and you see tens of zombies around you like on the ceiling, on the floor, in the air means flying zombies, coming out of graves , on your left or your right and hiding among the real objects. The overall effects should be such that zombies are actually in the real environment. (2)

The project Report focuses on a new portable game system that will provide Adventure Environment. The main purpose of this particular project is to develop a low-cost game system that will allow individuals to

watch and interact with all type of flash formatted files. The Flash game system is a low cost alternative to the portable game system available in the market today.

Improve previous version of zombie shooting game
Enhancement in weapons, controllers, graphics, layout and resource management.

People does not fear from real time adventurer situations and face any horror problems or we say that Don't scared from horror places and defense for themselves.

In this, we describe and reflect in the process of pervasive game design through a playful in class exercise. Pervasive games have some unique properties that make them difficult to play and challenges to design. The best examples of pervasive games can be big comprised of large player communities and covering sizeable geographies.

A Zombie apocalypse is a particular scenario with in apocalyptic fiction.

Victims of zombies may become zombies themselves if they are bitten by zombies or if a zombie creating virus travels by Air, or by water; in others, everyone who dies, whatever the cause, become one of the undead.

GOALS:

Virtually all the Entertainment mediums are inundated with zombies, there's something about the reanimated corpses, the sense of isolation and fear flesh-eating being invoke, that make for riveting in-game experience.

We have to redesign the Game mainly to bring down the scope. It's our Goal to create an awesome and very scary horror experience. We want player to get their health's worth and humanity's worth.

Zombie shooting force you to scavenge for materials to survive. So our goal is the strong emphasis on scavenging and crafting.

In this game project, the product is a game but our goal is to game is much more than just its software. It has to provide content become enjoyable .Just like a web server: without content the server is useless, and the quality cannot be measured. This has an important effort on the game project as a whole.

There will be two stages of game:

1. In this stage zombies appear still in the vicinity of user. The user will move the camera around to find zombies and shoot them out with gun or kill with another weapon in a limited time of two minutes. Scores will depend upon the number of zombies killed. There should be proper sound effects related to the gun and killing of zombies. Suitable background music should be played at the end.
2. In this stage, zombies can actually appear travelling closer to the user. Zombies can actually harm the user by scratching or killing by biting. Scratching will cause the lifeline to decay. Biting straight away will end the game. Proper effects should have emerged on the screen while playing. Scores should be calculated accordingly. (2)

OBJECTIVES:

The game is going to be a Horror single player zombie games. It is taking characteristics from shooting up games, action adventure games, and other single player zombie games.

The war against the dead has begun. Zombie Objective is a pivotal military operation to secure a zombie-infested city. The game is targeted to a very large audience. It is targeted towards ages 13 and up. Let's face it, who does

not enjoy the satisfying feel of killing massive amounts of the undead with their friends? (1)

Spread Anti-virus to save people & kill zombies.

Compete every horror problem bravely.

The objective of game is learn to people that they don't have need to scare from danger.

So basically this game is developed for the entertainment purpose. And the game could also be run with minimum requirements in any Windows 7 or higher platform. It provides a basic knowledge on how the famous games like "Dead Island" was made and what was its basic architecture. Plus the project also give us an overview of the capabilities of the unity 3d engine. By making this game we also get the knowledge on how the game is made in industrial level and what are the basic tools used in making the game.(3)

There is much more to be done on this! But I want everyone to be able to see some of the unique features this game will be implementing!