

UNIVERSITY OF SARGODHA
DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY
Capstone Project 2019-20

BSCS 7th Regular

PROJECT IMPLEMENTATION PLAN

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	Sub Menu And Environment		BSCSF16M032	Environment Setting	Front End	
			10%				
				BSCSF16M053	Searching Work	Searching ways	
				BSCSF16M019	Documentation	Understanding of unity	

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	out of their graves and starts kill humans.						
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.	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	

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	Zombies' health decreases by Player's attack on them. Zombie AI Script Zombie Health Script						
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	Sounds	55%	BSCSF16M032	Collisions	Understanding of assets	

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	Weapon(can be gun, melee, knife, sword, silver weapon) sound of Player Player moving sound Obstacle collision Menu Buttons			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	Antivirus' Protection and Security	70%	BSCSF16M032	Zombies' Attack on player	Animations	
				BSCSF16M053	Environment	Front End	
				BSCSF16M019	Hurdles	Assets Front End	

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	places and listed below things.						
11	<p>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.</p>	Player gets Antivirus	75%	BSCSF16M032	Chase Sequences	mechanics	
				BSCSF16M053	new enemies	Animations	
				BSCSF16M019	Player gets antivirus	Animations	
12	<p>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.</p>	Player's Success and Failure	80%	BSCSF16M032	Death and failure functionality	Animations	
				BSCSF16M053	GUI	Front End	
				BSCSF16M019	Success functionality	Animations and Front End	

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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	
	Test Cases Play Game Easy Mode Hard Mode Quit Game			BSCSF16M032	Testing	Understanding of unity	

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16	Change Player Create Environment Join Environment Move AI Zombie Player Movement Kill zombies Health of Player Game End	Testing	100%				
				BSCSF16M053	Testing	Understanding of unity	
				BSCSF16M019	Testing	Understanding of unity	

Team

Name 1 *

Name 2

Name 3

Roll# 1

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