Project Name: Aero wars

IDE : unity 3d(4.6)

Source code: AeroWars/Assets/script

## Windows Store Link:

http://apps.microsoft.com/windows/en-ie/app/3ef43ff7-1261-4981-b460-ee8c6e2c89d0?ocid= Apps\_Search\_WOL\_en-ie\_search-main\_search-results-from\_search-aero-wars\_image\_aero-wars

Android Link: <a href="https://play.google.com/store/apps/details?id=com.V9Studios.AeroWars&hl=en">https://play.google.com/store/apps/details?id=com.V9Studios.AeroWars&hl=en</a>

## Features:

3D environment/Health Pack / Ammo Pack / Scores System / Sound and particle effects and explosions.

All the graphics was made from 3d modeling software called sketchup and Image rendering tool V-ray .

## 

The game was prioritise for tablet / that supports touch and accelerometer therefore when you download a game from windows store it might tell you "THIS APP MIGHT NOT WORK ON THIS PC . YOUR PC DOESN'T MEET THE HARDWARE REQUIREMENT FOR THIS APP" if your pc doesn't meet the requirement , you could simple ignore that message. I deliberately put that message when i uploaded on the store. The game works perfectly fine on both tablet and a pc running windows8.1.

You could run this project on unity3d 4.6.

**Thanks** 

Arjun Kharel G00298984 Software Development year 3