

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](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: <https://play.google.com/store/apps/details?id=com.V9Studios.AeroWars&hl=en>

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 .

\*\*\*\*\***PLEASE NOTE**\*\*\*\*\*

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.