Fast

NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES

(KARACHI CAMPUS)

Department of Computer Science

**Fall 2020**

Project Proposal: **SHOOTING GAME**

**Idea:**

**My idea is to make a 3D shooting game using UNITY3D platform in which players will kill other AI controlled bots.**

**Main Features**:

1. **Database will be used to save and retrieve player info.**
2. **Enemies will be created from from data in the database.**
3. **Game will be 3D.**
4. **Real time Physics will be implemented**
5. **My main goal is to make my game multiplayer in which players will play with each other making the game more entertaining and challenging.**
6. **Rest the game will speak for itself .**

**Project type**: **Desktop Application**

**Technologies:**

* **UNITY 3D**
* **MONODEVELOP VERSION 5.9.6**
* **SQLite OR ORACLE (depends on the system performance)**

**Project Inspiration:**

I played a game online called RAZE 3 which was 2D, also it was not very optimized and the most important feature it was missing is that it was not a multiplayer game, so I decided to take idea of that game and enhance it my way by making it 3D.

**Group Member:**

**MIRZA MUHAMMAD UZAIR ALI {K18-1148}**

**Remarks:**

Approved Not Approved