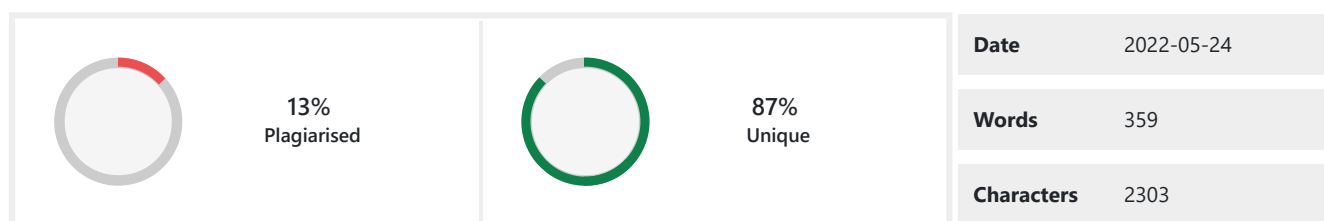


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It is difficult to precisely define the existing FPS games due to an increasing number of FPS games on the market, however the basic concepts found in most FPS games are heroes, enemies, guns and different skills for different heroes, resource collection and consumption, bases with defensive structures, creeps, and lanes. The existing games have high graphics and it does not have a fixed fps for devices which results in lag and rendering issues A first-person shooter (FPS) is a genre of action video game that is played from the point of view of the protagonist. The gamer is expected to propel his avatar through the game by moving it forward, backward, sideways, and so on using the game controller. Forward movements of the controller result in the avatar moving forward through the different types of FPS video games have on adolescent behaviour. It helps the gamer to rapidly react to fast moving visuals by developing a more responsive mind set and to shift back and forth bet This FPS Survival Game can be played in the desktop. The main technologies that are associated with project are

- Unity 2020.3.30f1 (64-bit)
- Adobe Photoshop CS6
- Code Editor: Visual Studio Code

C#ween different sub-duties.The rendering of objects will be the same for all the devices due to commonly set settings. This avoids lag issues FPS survival is a single player offline game so there is no hosting cost. For the PC game players, it is completely a free to play game, which is so easy to play and also a user-friendly game for the players. Additionally, if we add some premium weapons or player skins in future the player may need to pay to acquire them which is a choice for the player.The resources that are required for this project are:

Any laptop/PC with a minimum RAM of 4GB and a decent GPU can be used for the development of this game. The software needed to develop this game are available no charge. We have used free assets in this game. But if we want to release the game for monetizing purposes then graphic designers are required to get proper recognition.

## Matched Source

**Similarity 25%**

**Title:**Thunder Force -First Person Shooting (FPS) Game

[https://www.academia.edu/36848152/Thunder\\_Force\\_First\\_Person\\_Shooting\\_FPS\\_Game](https://www.academia.edu/36848152/Thunder_Force_First_Person_Shooting_FPS_Game)

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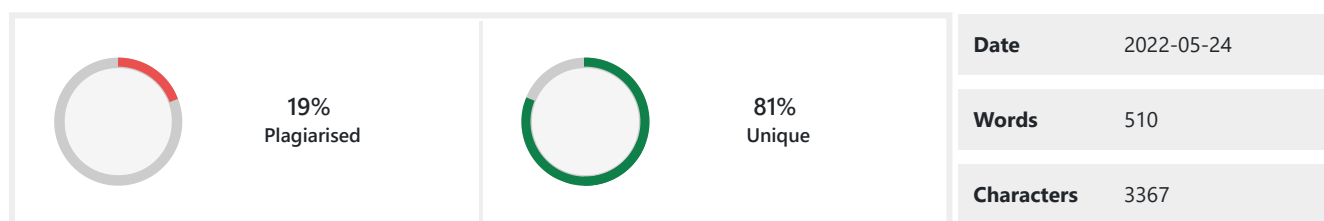
Feb 08, 2019 · Additionally if we add some premium weapons or player skins in future the player may need to pay to acquire them which is a choice for the players and is not must.

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Game Development is the art of creating games and describes the design, development, and release of a game. It may involve concept generation, design, build, test, and release. While you create a game, it is important to think about the game mechanics, rewards, player engagement and level design. Games can be as small or large as you like. If it lets the player interact with content and can manipulate the game's elements, you can call it a 'game'. Games are not just a computer software that are made to benefit user's daily life, rather it is made for user's entertainment purpose, so we need to pay attention to what the user wants from the game, how to make it more entertaining, just making any game will not do, that is why making games are more challenging. Games increase player's brain and help to increase its learning ability and also help the person to take better decisions which will help him/her for facing difficult situations. Gaming also improves reflex, Vision, and Creativity of player. In this work, we are developing FPS Survival game i.e. First-person shooter, it is a video game genre centred around gun and other weapon-based combat in a first-person that requires players to master the skills necessary to operate several types of guns and other weapons that are typically used in eliminating enemy. This game also comes under the role playing category too. This FPS Survival game involves a single player entering a horror environment. Initially the player must find a weapon and need to equip it from the inventory menu. The environment is inhabited by creatures (i.e., enemies) that will attack the player if he goes into the area that the creatures inhabiting. If the player successfully kills the creatures the player moves to the upcoming enemies and environment and finally, he must find the keys. The player can exit the game by pressing escape key or quit button in the menu option. This game contains lot of pickup objects such as Battery, Drink, weapons, etc., where the player can equip each of them from the inventory. Each of the objects has its specific purpose in the game. For example, Battery will be used by the player when the battery percentage decreases by using the Torch light and Night vision mode. Drink will be used, when the player health decreases by being attacked by the enemies and weapons like Gun, bat, crossbow, knife, and axe will be used, when the player needs to defend himself from the enemies. In this game we added some sound effects for player, enemies, trees, lake etc., which will vary according to the movement of the background objects in the game. This will be an additional effect for the users who are playing this game. We also added the feature of save system, which is when the player who plays the game wants to leave the game in a continued state, he can quit the current game and can load the existing game from the menu, whenever he wants to continue the same game.

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attack the player if he goes into the area that the creatures inhabiting. If the player successfully defeats the creatures the player gains experience points and if the experience points are max as

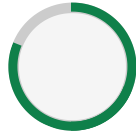
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81%  
Unique

Date	2022-05-24
Words	992
Characters	6532

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1 Game User runs and enters the game.

User begins to play the game.

When player finds the key or is

killed by enemies, the play

ends

Game begins and

ends successfully

PASS

2 Jump User presses space key to jump.

User moves in "up" direction

Player position

changes

PASS

3 Run User pressed shift key to run.

Player gains movement in

direction. Player velocity

increases.

Player position

and velocity

changes

PASS

4 Walk User presses arrow keys or

WASD to walk. Player gains

movement in direction

Player position

changes

PASS

5 Torch light User presses the key 'T' to turn

ON the flashlight.

Flashlight is

turned ON.

PASS

6 Night vision

mode

User presses the key 'N' to turn

ON the night vision mode.

Night vision mode

is turned ON.

PASS

7 Battery User picks up the battery to regain his energy to use the torch light and night vision mode.

Battery level is increased.

PASS

8 Weapon The user should search for the weapon and need to equip it.

The weapon is picked up.

PASS

9 Change

Weapon

The user can be able to change the weapon by picking up different weapon.

The player changes current weapon.

PASS

10 Reload

Weapon

If the user picks up the Ammo, the current weapon ammo will increase accordingly.

The ammo counter is changed.

PASS

11 Axe User picks up the Axe weapon and it can be used by the player to kill the enemy.

The Axe weapon generates damage to the enemy.

PASS

12 Play Again Once the player died it asks for play again

User restarts the game

PASS

13 Cross bow User picks up the Cross bow and equips it to create a crucial damage to the enemy, which will also kill the enemy.

The Crossbow weapon generates damage to the enemy.

PASS

14 Bat This weapon will find somewhere in the game

scenario and the player should equip this to safeguard himself from the enemies.

The Bat weapon generates damage to the enemy.

PASS

15 Gun User will pick up and equip this weapon from the inventory and the usage of this weapon is

This weapon generates damage to the enemy.

PASS

62

to shoot the enemies.

16 Fire Effect User fires the weapon, and the fire particle effect is requested from graphics engine. The game displays the effect.

A fire particle effect is displayed.

PASS

17 Blood effect When the user attacks the enemy with his weapon, the blood effect will be requested from graphics engine and the game will display the effect.

Blood effect is displayed on the screen.

PASS

18 Aiming User moves the mouse. Objects move according to physics engine and the view of player moves accordingly.

Players' view has been changed

PASS

19 Environment The game determines user direction and displays the appropriate graphic models.

A 3D terrain is displayed

PASS

20 Player -

Environment

Player collides with walls, ground, or any concrete

The velocity of player decreases

PASS

objects. The player is blocked, and velocity decreases

accordingly.

21 Enemies User encounters enemies. The game requests the graphic model for enemies. Enemy model is displayed

Enemies are displayed

PASS

22 Enemy -

Environment

Enemy collides with walls, ground, or any concrete objects  
The enemy is blocked, and its velocity decreases accordingly.

The velocity of enemy decreases

PASS

23 Take

Damage

Player collides with Enemy.

If the player is with Punch weapon, damage is assigned to enemy, otherwise, damage is assigned to player.

The player's health or Enemies health is changed

PASS

24 Die If the health of the player or enemy reaches to zero, player or enemy dies.

The player dies or the enemy dies

PASS

64

25 Knife User picks up the Knife weapon and equips it to create damage to the enemy, which will also kill the enemy.

The Knife weapon generates damage to the enemy.

PASS

26 Exit Once the player died it asks for exit. If player kills all the enemies, he can exit the game by pressing "esc" on keyboard

User exits game

PASS

The purpose of testing is to get errors. Testing is that the method of making an attempt to get each conceivable fault or weakness during a work product. It provides the way to envision the practicality of parts, sub-assemblies, assemblies and/or a finished product. It's the method of travail software package with the intent of guaranteeing that the package meets its necessities associate degreed user expectations and doesn't



fail in an unacceptable manner. There are varied sorts of check. every check sort addresses a selected testing demand.

Unit Testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All **decision branches and internal code flow should be validated.** Unit tests perform basic tests at component level and test a specific business process, application and / or system configuration. **Unit tests ensure that each unique path of a business process** performs accurately to the documented specifications and contains clearly defined inputs and expected results. Unit testing is usually conducted as part of the combined code and unit test phase of the software life cycle, although it is not uncommon for Integration tests are designed to test integrated software components to determine if they actually run as one program. **Testing is event driven and is more concerned with** the basic outcome of screens or fields. Integration tests demonstrate that although the **components were individually satisfaction, as shown by successfully unit testing, the** combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the components. Software integration **testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects. The task of the integration test is to check that components or software applications**

coding and unit testing to be conducted as to distinct phases.

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<https://cpentalk.com/4172/list-explain-different-types-testing-during-testing-phase>

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Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent.

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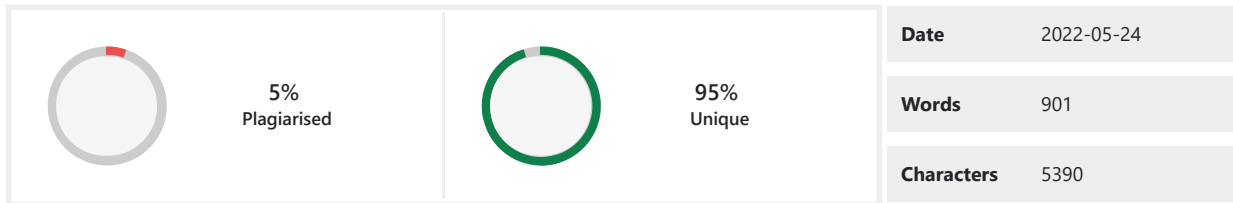
**Title:**[www.coursehero.com › file › 11070078410.docx](https://www.coursehero.com/file/110700784/10docx/) - CHAPTER 9 SOFTWARE TESTING 9.1 GENERAL The purpose ...

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Unity 2020.3.30f1 (64-bit) - We need to install this version of editor with Unity Hub. The system requirement for using this will be Windows 7 SP1+, 10, 64-bit versions only.

Unity Hub- Unity hub is a standalone application that streamlines the way you find, **download, and manage your unity projects and installations.**

Adobe Photoshop- Adobe Photoshop is a graphics editor in which we have used this to develop our inventory menu.

Visual Studio Code - Visual Studio is a platform where we develop our computer programs. Here we used this Visual Code to develop our script which we have written in C#.

C# - C# is a programming language used for developing web applications and services. In this game we used this C# language to develop our code script. This Use Case diagram is used to represent the dynamic behavior of the game. It

encapsulates the system's functionality by incorporating use cases, player, enemy and their relationships. The player will initialize the game and will start to play the game by picking up the needed objects from the game scenario and the player will equip those objects from the inventory menu and when the enemy attacks the player, the player can kill the enemy by using the equipped objects. The player can also exit the game by using the options menu or by using 'Esc' key.

**In UML, the activity diagram is used to demonstrate the flow of control within the** system rather than the implementation. In this, the player will start the game by clicking the game options from the Menu. The player will either load the existing game or a new game. After this the player will enter the game environment and start to play the game. The player can select options menu to save the game, or he can return to the menu. When the player finds the game objectives i.e., keys, the game will be over or if the game objectives in not over, the player can return to the menu The sequence diagram represents the flow of messages in the system and is also

termed as an event diagram. The player will launch the game from the Menu, and he will start to play the game. The player will provide the necessary input to control the hero i.e., to turn left, right, pickup objects etc., According to the inputs the game engine will run, and the game objective is to kill the enemy by the given player inputs. The game will restart when the hero dies. The player can exit the game from options menu or by pressing the 'Esc' key. A class diagram is used to describe the attributes and operations of a class. This Class diagram consists of three components such as name of the class, attributes, and methods. The player class consists of various attributes which describes the player actions and several methods which describes the Player functions. The enemy class consists of the enemy actions as attributes and enemy functions as methods. The menu class consists of the game options as attributes and game functions as methods. The environment class consists of the game surroundings as attributes and game functions as methods The collaboration diagram is used to show the relationship between the objects in a

**system. Both the sequence and the collaboration diagrams represent the same**

information but differently. Instead of showing the flow of messages, it depicts the architecture of the object residing in the system as it is based on object-oriented programming. An object consists of several features. Multiple objects present in the system are connected to each other. Here the player starts the game, then the main menu will open, in that he starts a new game, after starting the game, he enters the environment and fights with the zombies and then the game gets over. A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. It shows how data enters and leaves the system. This DFD consists of Intro scene where the game will get started and the Menu scene consists of options such as play game, load game, and quit game. The main scene consists of inventory, where the objects will get stored and options menu, where we can save or quit the game. The win scene consists of player options and Exit button, where the player can exit the game when he wins. The lose scene consists of player options, go to menu scene, and Exit button. When the player losses he can either restart the game from the menu scene or exit the game using Exit button. To start this game the gamer will provide the necessary input from the menu i.e., Load game, Start game, Exit. According to the options selected, the gamer will receive the output from the system, such as to start a new game or to start the already existing game or to exit the game. After this, the gamer will begin to run the game by giving game inputs such as to turn left, right, picking up the objects, attacking enemies etc., and the game will receive the output for the same from the Game controller. The objects that the gamer has picked up will be stored in the Menu i.e., Inventory. After collecting all the Keys, the gamer can exit the game from the options menu or by pressing the 'Esc' key.

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**Title:**Manual: Unity HubUnity Hub - Manual

<https://docs.unity3d.com/2019.3/Documentation/Manual/GettingStartedUnityHub.html>

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**Title:**Which of the following UML diagrams has a static view

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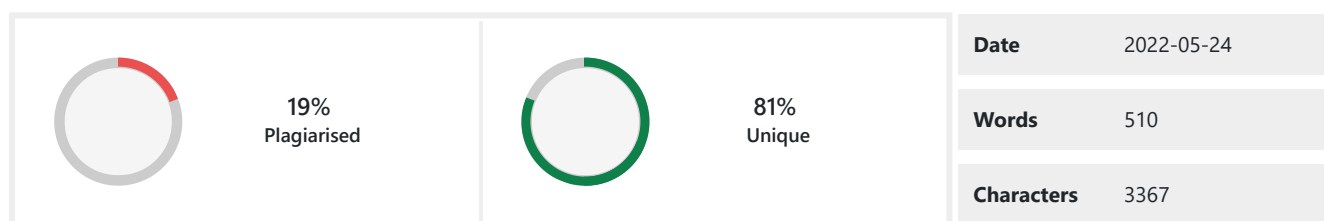
**Title:**[www.javatpoint.com](https://www.javatpoint.com/uml-collaboration-diagram) > uml-collaboration-diagramUML Collaboration Diagram - Javatpoint

The collaboration diagram is used to show the relationship between the objects in a system. Both the sequence and the collaboration diagrams represent the same information but differently. Instead of showing the flow of messages, it depicts the architecture of the object residing in the system as it is based on object-oriented programming.

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Game Development is the art of creating games and describes the design, development, and release of a game. It may involve concept generation, design, build, test, and release. While you create a game, it is important to think about the game mechanics, rewards, player engagement and level design. Games can be as small or large as you like. If it lets the player interact with content and can manipulate the game's elements, you can call it a 'game'. Games are not just a computer software that are made to benefit user's daily life, rather it is made for user's entertainment purpose, so we need to pay attention to what the user wants from the game, how to make it more entertaining, just making any game will not do, that is why making games are more challenging. Games increase player's brain and help to increase its learning ability and also help the person to take better decisions which will help him/her for facing difficult situations. Gaming also improves reflex, Vision, and Creativity of player. In this work, we are developing FPS Survival game i.e. First-person shooter, it is a video game genre centred around gun and other weapon-based combat in a first-person that requires players to master the skills necessary to operate several types of guns and other weapons that are typically used in eliminating enemy. This game also comes under the role playing category too. This FPS Survival game involves a single player entering a horror environment. Initially the player must find a weapon and need to equip it from the inventory menu. The environment is inhabited by creatures (i.e., enemies) that will attack the player if he goes into the area that the creatures inhabiting. If the player successfully kills the creatures the player moves to the upcoming enemies and environment and finally, he must find the keys. The player can exit the game by pressing escape key or quit button in the menu option. This game contains lot of pickup objects such as Battery, Drink, weapons, etc., where the player can equip each of them from the inventory. Each of the objects has its specific purpose in the game. For example, Battery will be used by the player when the battery percentage decreases by using the Torch light and Night vision mode. Drink will be used, when the player health decreases by being attacked by the enemies and weapons like Gun, bat, crossbow, knife, and axe will be used, when the player needs to defend himself from the enemies. In this game we added some sound effects for player, enemies, trees, lake etc., which will vary according to the movement of the background objects in the game. This will be an additional effect for the users who are playing this game. We also added the feature of save system, which is when the player who plays the game wants to leave the game in a continued state, he can quit the current game and can load the existing game from the menu, whenever he wants to continue the same game.

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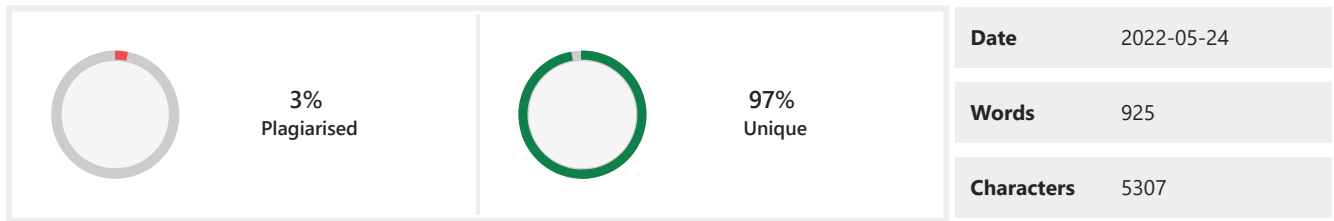
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### Display Screen

Player will open the game by clicking the application in the screen.

### UI

In the opening screen, the UI will show VVS Creations and then the main menu will appear. The player can start playing the game by clicking the start button.

In the main screen the player can load the saved game or can start a new game. The character of the person in the game will be seen in FPP mode where the user can only see the weapon in the hands of the character. The FPS character can move by clicking the arrow keys or can use the 'ASWD' keys and can jump using the space bar.

### Pickups

The player can pick up objects like ammo, battery, etc. by going next to it and pressing 'E', can use flashlight using 'F' key and can use night vision glasses using 'N' key.

### Crossbow

Weapon used by the player, that shoots a short arrow with great force which will kill the enemy Gun

The player should pick up and equip this weapon and the usage of this weapon is to shoot the enemies. Drink

When enemy attack the player, the player health will decrease instantly. So, to regain his health the player needs to pickup this drink and should equip it from the inventory. Bat

This weapon will find somewhere in the game scenario and the player should equip this to safeguard himself from the enemies. Axe

This is a weapon with steel edge and wooden handle, which will be used by the player to kill the enemies. Battery

When the player uses the flashlight and night vision mode, the battery will decrease instantly. So, to regain the battery the player needs to pick up this battery Knife

This is a weapon with sharp edges, which can be used by the player to kill the enemies. Environment

The environment is an island which consists of buildings, bridges, vehicles, river, and lakes.

### Inventory

The player can open this inventory menu by pressing the key 'I'. The objects which we have picked up from the game scenario will be shown in this Inventory menu i.e., Keys, Weapons, Health, Ammo, Objective, and Batteries. The player can equip any of those items from this inventory menu. Storyline

The player will be left alone in a no man's land where zombies are surrounded, the objective of the player is to find the Zombie extinction key, before finding the key the zombies will attack the player, he should overcome all the attacks and find the key. If

he finds the correct key, then the game will end.

Exit

**The player can exit the game by clicking the exit button.**

### 5.3 ALGORITHM DESCRIPTION

Step 1: The player launches the game.

Step 2: The player enters the game.

Step 3: First person character and game environment will be displayed on the screen.

Step 4: The player can press arrow keys or ASWD for movement and space key for jump.

Step 5: The player can pick up objects like Weapon, Ammo, Battery, etc. by going next to it and pressing the key 'E'.

Step 6: Once picking an object from the environment the player has to press 'I' to open inventory menu.

Step 7: Then the player has to click on the pickup in the inventory menu to equip it

Step 8: To avoid darkness, the player can be able to turn ON the flashlight by pressing the key 'F'.

Step 9: Once the existing flashlight is over the player has to find for new battery in the environment.

Step 10: Then he can use it by picking and equipping from the inventory  
32

Step 11: The player can also be able to switch to night vision mode by pressing the key 'N'.

Step 12: Once the existing night vision mode is over the player has to follow the same procedure like flashlight as mentioned above.

Step 13: when the player enters the enemy range, the enemy will start attacking the user.

Step 14: The player can use his weapon for killing the enemy.

Step 15: If player's health or the enemy's health reaches to zero, they die and the player can regain his health by picking up the energy drink.

Step 16: If enemies killed player, then it goes to main menu.

Step 17: The player can also save the game using the options menu.

Step 18: The player could exit the game once if he finds the key or whenever he wished to exit the game, by pressing the esc button in the keyboard

**The aim of this project was to create a 3D game which was the First-Person Shooter**

game with Unity game engine. The requirement is to have a fundamental knowledge about the unity game engine and programming. A game engine is the core of creating a game. The integration of model design, level design is the game engine, which is complex and powerful. The Unity game engine supports visualized design; thus, it is a strong game engine which is suitable for a beginner. However, it is not very easy to learn the Unity game engine well. There are various functions to be realized.

The most important aspect of our game design is to create more new playabilities.

This game is a product of a beginner who favors creating a virtual world with his fundamental knowledge. There might be more possibilities for this game to be enhanced with more developed concepts in the future and there will be more updates to enhance the game play of the game

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Conclusion: The aim of this project was to create a 3D game which was the First-Person Shooter game with the Unity game engine. This required I had a fundamental knowledge about the Unity game engine and programming. A game engine is the core of creating a game.

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