

ZEESHAN'S PORTFOLIO

STRIKE FORCE ARENA

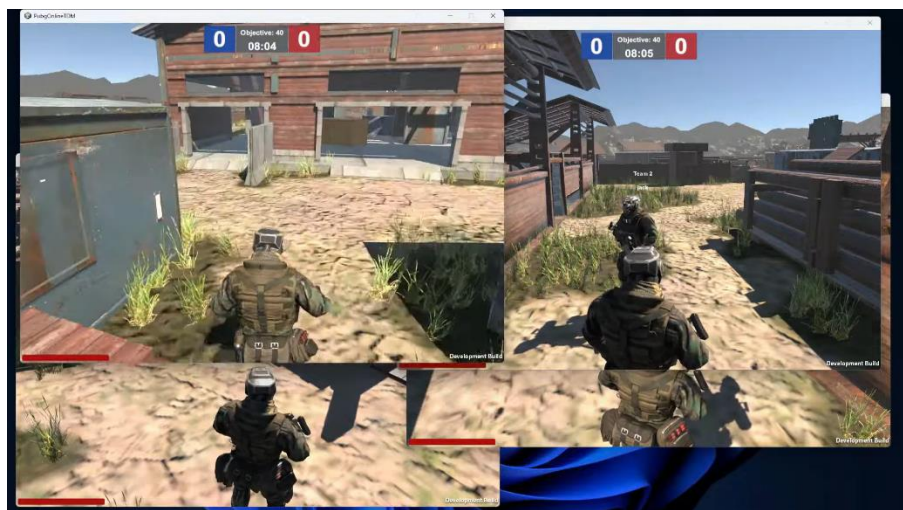
GAME OVERVIEW

Strike Force Arena is an online multiplayer first person shooter game, whose game idea is inspired from PUBG mobile's 'Team Death Match' mode. In which 2 teams comprising of 4 players play against each other until one team scores 40 points first or has the highest score when the timer ends. The game is built in Unity and for multiplayer functionality Photon Engine (PUN) is used.

GAMEPLAY MECHANICS

When a player starts the game, the player must choose whether he wants to create a room or join one. If he wants to create a room, he must enter the room name and password by which he is assigned a specific room ID. When a player joins a room, he must select the room he wants to enter from the list of available rooms. Then he must enter the room's password if it matches the player enters the waiting area in which he must wait until the room owner starts the game. After that the match begins and a point is made each time a player dies. The player gets respawned until the match finishes.

IMAGES



WARLORD'S WARCRY

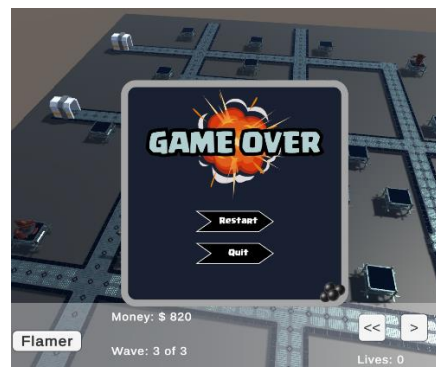
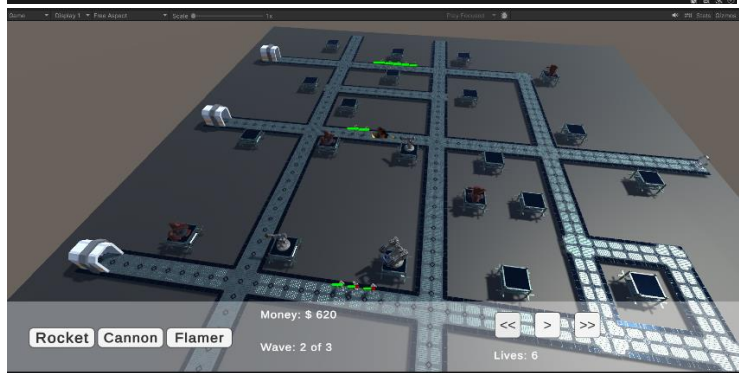
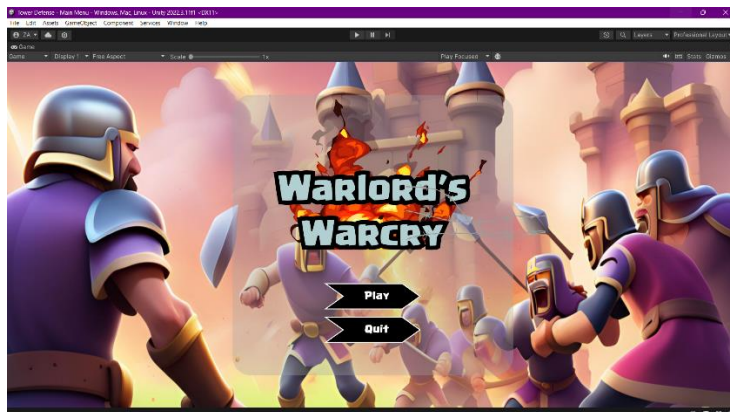
GAME OVERVIEW

Warlord's Warcry is a strategy tower defense game, in which the player must defend his fortress against multiple waves of different types of enemies. Each wave is difficult and faster than the last one. There are several platforms on which the player can place his weapons which have a specific range and damage.

GAMEPLAY MECHANICS

When a player starts the game, there are multiple platforms on which he can place different types of weapons like Gattling gun, Flame thrower & Rocket Launcher. Each of which has a different range & damage. The weapon detects nearby enemies and damages the enemy. Each type of enemy has different speeds and strengths. The game also has a weapon upgrade system which uses in-game money to upgrade. The player can make money by defeating enemy waves, which allows him to upgrade his defense and make it much stronger.

IMAGES



FLIES KNOCKOUT

GAME OVERVIEW

Flies Knockout is a hyper-casual 2D mobile game, in which there are several levels from which a player can choose to play. There is a range of weapons which a player can select and use that to kill flies that sit on the food. There is also a score system which increases on the number of kills. Ad functionality is also added to the game using AdMob & Firebase.

GAMEPLAY MECHANICS

When the game starts, the player must choose from different levels, then he must select a weapon like sandal, rolled newspaper, broom & fly swatter. The game starts and flies start spawning from every corner and flying towards food which is placed in different places on each level. Food has a health system which decreases by how long a fly sits and eats the food. The player can kill the flies by tapping on it which increases his points. A timer is running on the top, the player must kill the flies in the given time to achieve the highest score.

WHY IS THIS GAME SPECIAL?

This game is special for me because it was the first game I designed and developed from scratch for the biggest game jam in Pakistan. This game won the title of 'Most Hilarious Game' among 500+ game submissions.

IMAGES



GALAXY SHOOTER

GAME OVERVIEW

Galaxy Shooter is an arcade themed 2D hyper-casual game, which is inspired by the games that we played in our childhood when our parents took us to arcades. The game is placed in outer space where the player must defend his spaceship against waves of enemy spaceships, there are also different spaceship upgrades like speed, weapons & shield which get spawned between the waves, which the player can equip for a short interval.

GAMEPLAY MECHANICS

The player starts the game by shooting a big meteorite, then the waves of enemy spaceships start spawning, the player must kill them by shooting them he can also upgrade his spaceship by equipping different power-ups that spawn during waves. The spaceship has 3 lives and with the decrease of each life, the spaceship gets damaged. There is also a point system which adds up on the number of kills.

IMAGES

