MULTI-USER ACTIVE SHOOTER RESPONSE FOR UNIVERSITY CAMPUS EVACUATION

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INTRODUCTION

- The aim of this project is to create a multiuser game.

- The environment used in this project is Bowie State Campus.

- This project helps to perform Run, Hide and fight simulation for common people and simulation for prime fighters to neutralize the target.

SOFTWARE

Unity 3D

Sketch Up

Photon

Visual Studio

MODELING

- With the help of Unity 3D all the models are put together and averment is created.

- With the help of Photon, multi player mode is achieved.

- from the features available in the unity animations are achieved.

- with the help of c# code the game events are controlled.

- By using all of these events in a right place the whole project is ready for demo.

GO FOR DEMO!

CONCLUSION

The project is running successfully, multiple users are able to connect the application simultaneals and able to eliminate the thread.

THANK YOU

QUESTIONS?