



Robot Shooter Game

Group - 14

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AGENDA



Aim of the Project



Abstract



Introduction



Implementation



Objectives



Functionality



Conclusion

Aim of the Project

- The aim of the Robot Shooter game project is to create an interactive and entertaining 3D shooter game where the player takes control of a robot character that must defeat enemy robots and overcome various obstacles. The project aims to provide an engaging gaming experience to the player by designing a visually appealing game with smooth gameplay mechanics.



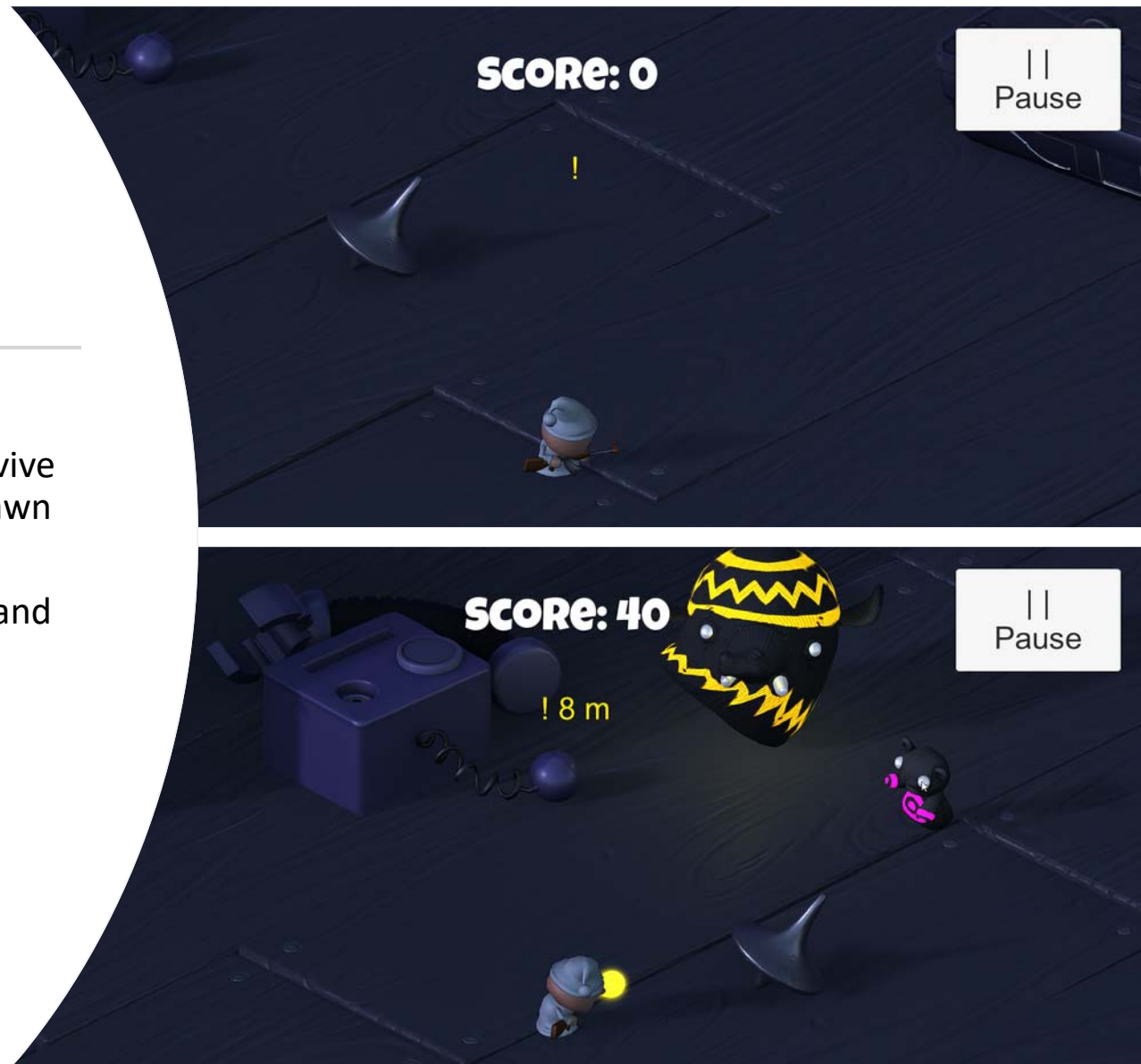
Abstract

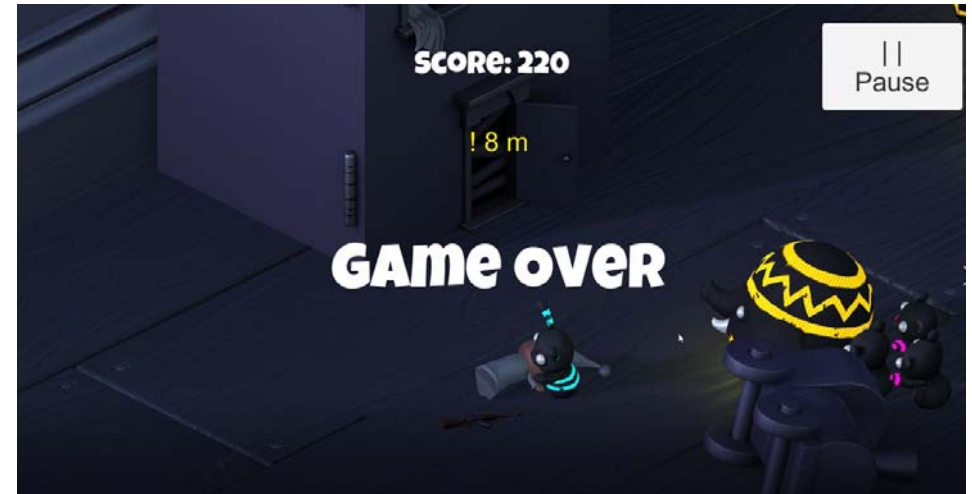
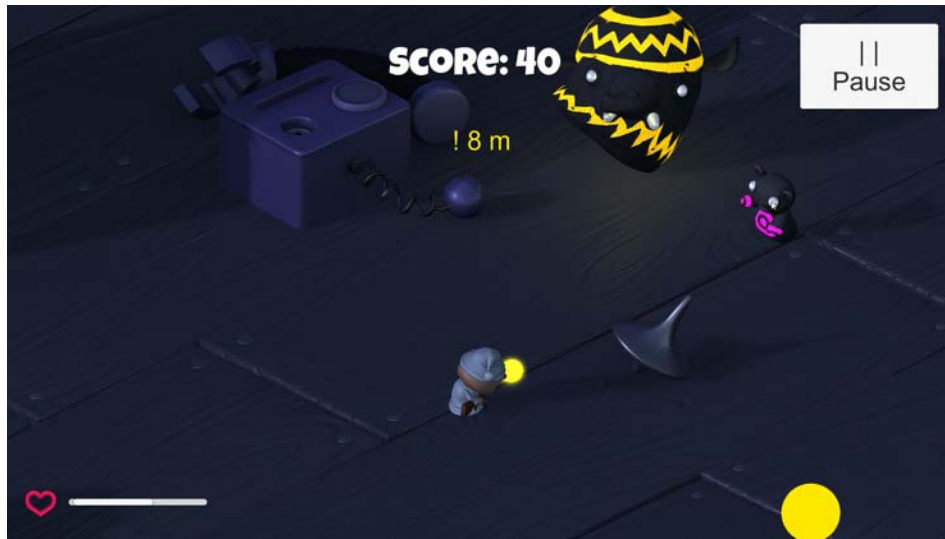
- The survival shooter game is a 3D shooter game developed using Unity game engine.
- The game involves a player-controlled robot character that must survive against waves of enemy robots.
- The game includes various features such as health and damage system, and a scoring system.



Introduction

- The game involves a robot character equipped with a weapon that must survive against waves of enemy robots that spawn from all directions.
- The game is designed to be fast-paced and challenging while offering players the ability to gain health and increase their score.





Implementation

- The implementation of the Robot Shooter game involved using Unity game engine and C# programming language to create the game's 3D environment, models, animations, and user interface. The player character and enemy robots were programmed with AI to move, attack and react to the environment. The game included power-ups that the player could collect to aid in their survival. The gameplay was designed to progressively increase in difficulty to keep the player engaged. The game's graphics and sound effects were designed to enhance the user experience.

SCORE: 40

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Pause





Objectives

- Develop virtual environments with various 3D models and textures that provide an immersive gaming experience.
- Implement interactivity by enabling at least five user-triggered events in the game, such as shooting, jumping, and dodging.
- Use the AI to create challenging opponents with different attack behaviors to increase the difficulty of the game.
- Create custom and built-in avatars with unique abilities and behaviors such as speed, agility, and strength.
- Design an intuitive interface with menu items such as buttons to enhance the user experience.

Functionality

- The functionality of the Survival Shooter game involves the user controlling a robot character with the ability to move in different directions, jump and shoot down enemy robots while avoiding obstacles. The game includes different levels of difficulty, increasing with each level, which adds to the overall challenge and excitement. The player can also collect power-ups that enhance their performance and increase their chances of survival. The game ends when the player has successfully completed all the levels or when they have run out of lives.

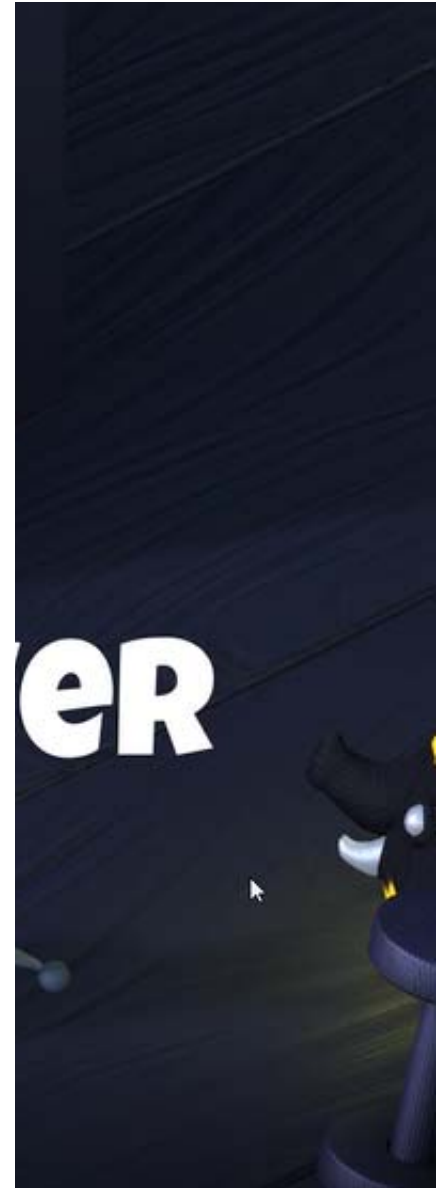
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Pause



Conclusion:

- The Robot Shooter game provides an exciting and engaging experience for users who enjoy action-packed 3D shooters. The implementation of features such as enemy AI, shooting mechanics, and player movement controls add to the game's overall functionality and playability. Through the development of this project, we have learned valuable skills in game design and programming. Overall, the Robot Shooter game serves as a great example of the potential for game development and its ability to provide immersive and enjoyable experiences for users.





Thank you