



## ZOMBIE OUTBREAK IN DISCOVERY PARK BUILDING

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## INTRODUCTION

- In this game, player will be surrounded by zombies, and your main objective is to stay alive and fight your way through the task. But beware, as the undead are not the only threat in the building.
- UNT Discovery Park Building is considered.
- With each level, the difficulty will increase, providing you with a better visual experience and a greater challenge.
- However, the goal is to kill the zombies and survive.



Fig1:- Zombies

## UNT Discovery Park





**Fig2:- Zombies thronging to kill humans**

TOOLS USED





## INITIAL PHASE

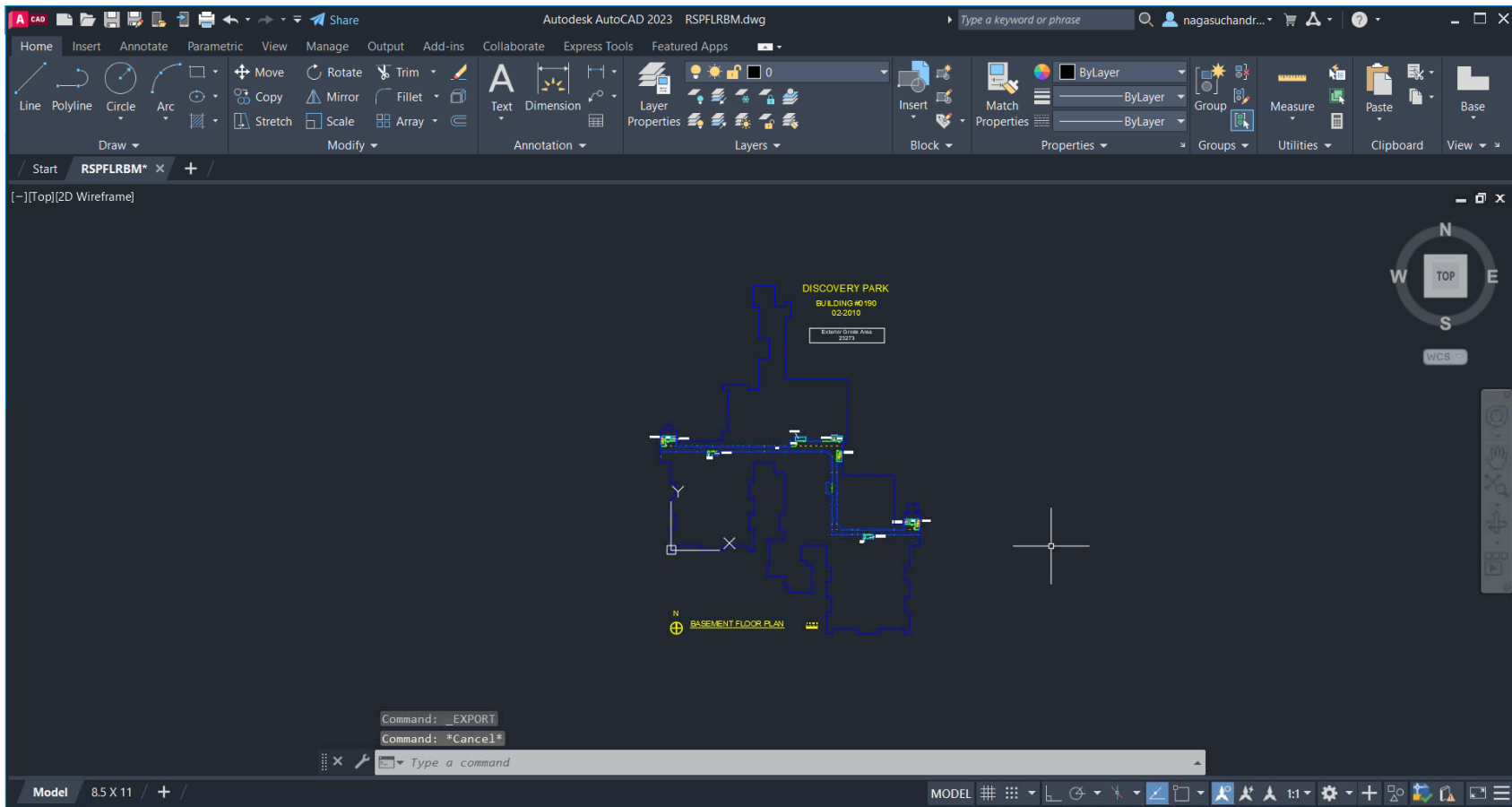
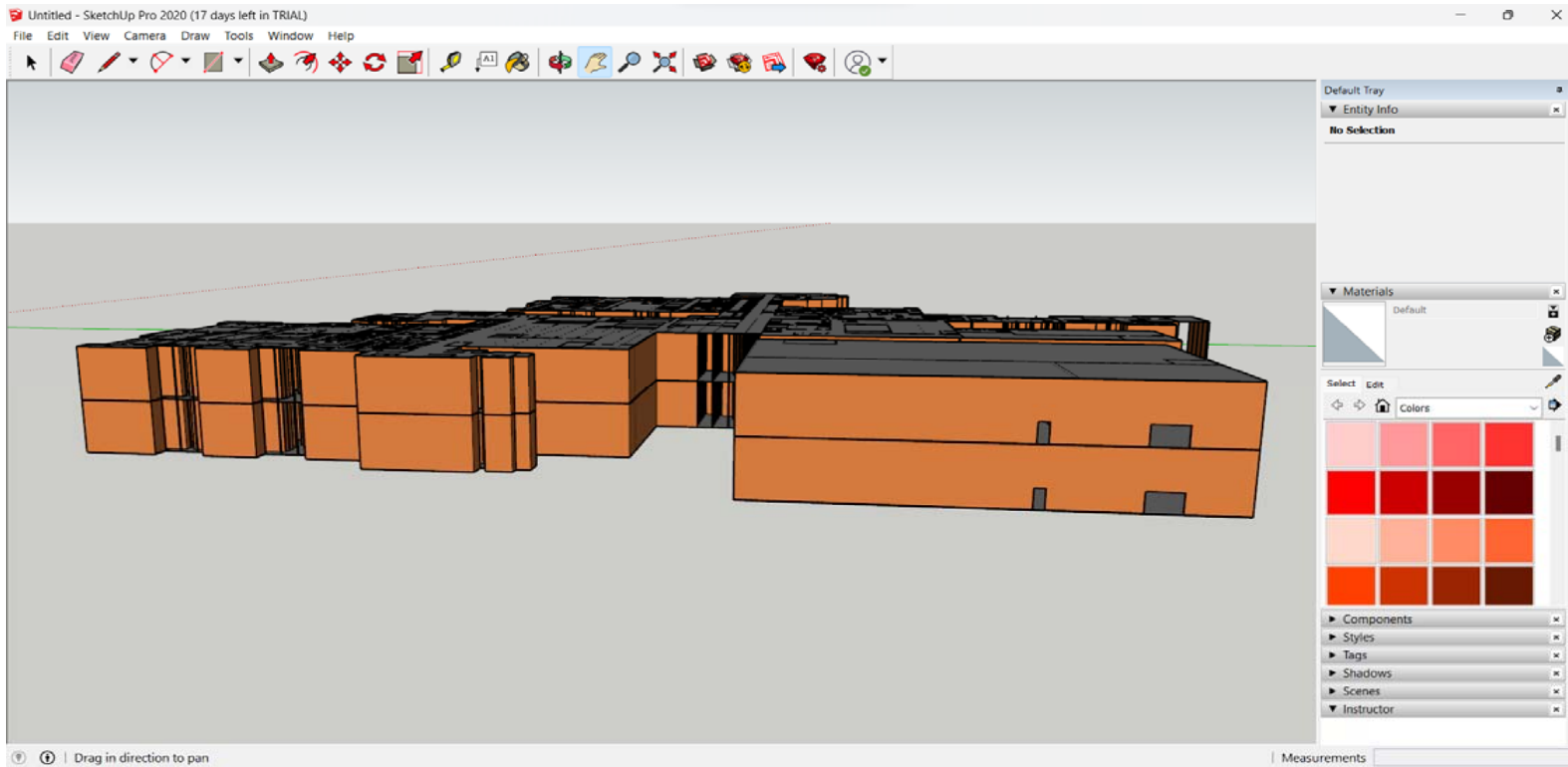


Fig3:- Discovery Park in AutoCAD

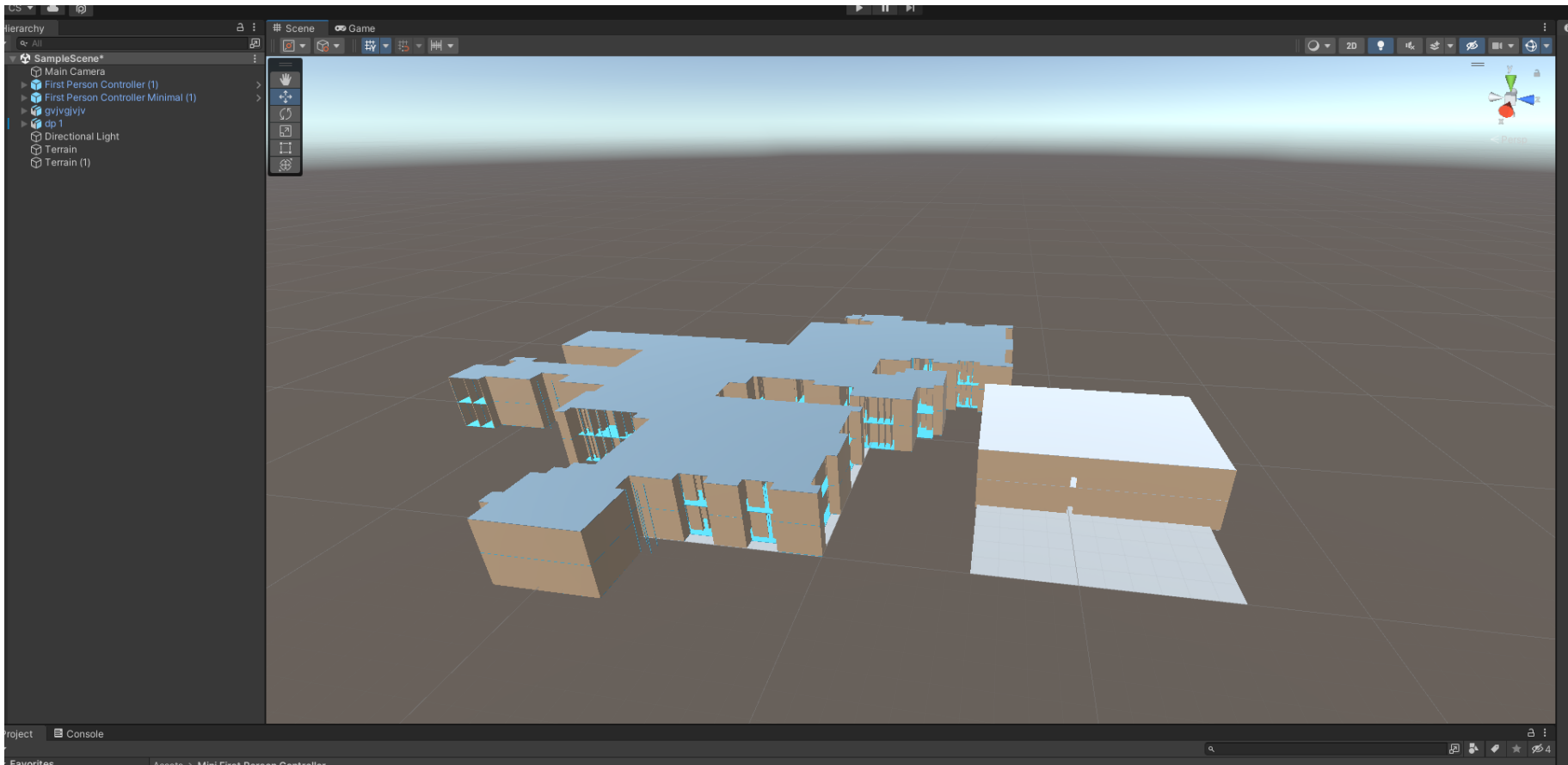
## INITIAL PHASE



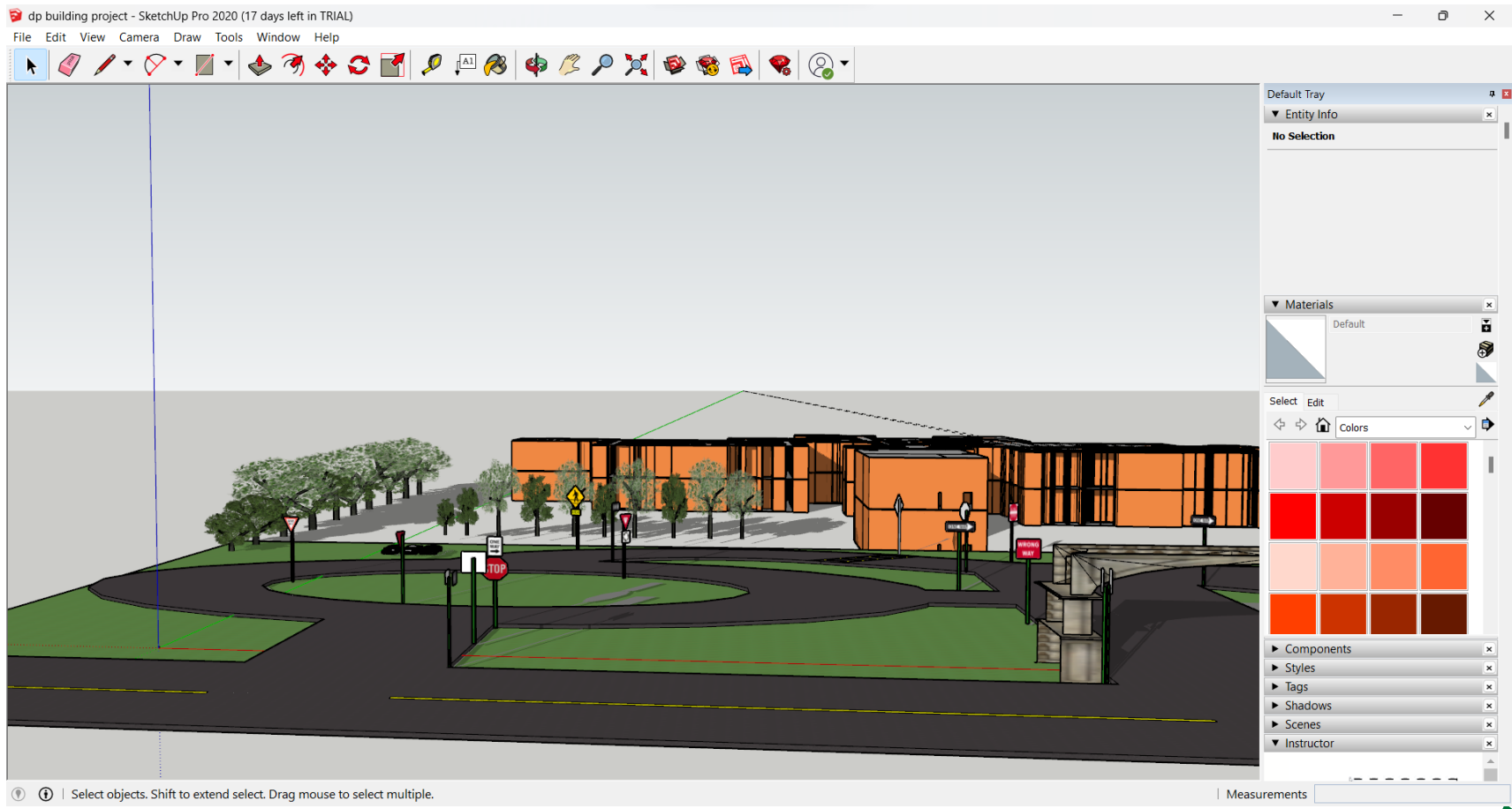
**Fig4:- Discovery Park in SketchUp**



## INITIAL PHASE



**Fig5:- Discovery Park in Unity3d**



**Fig6:- Discovery Park in SketchUp**

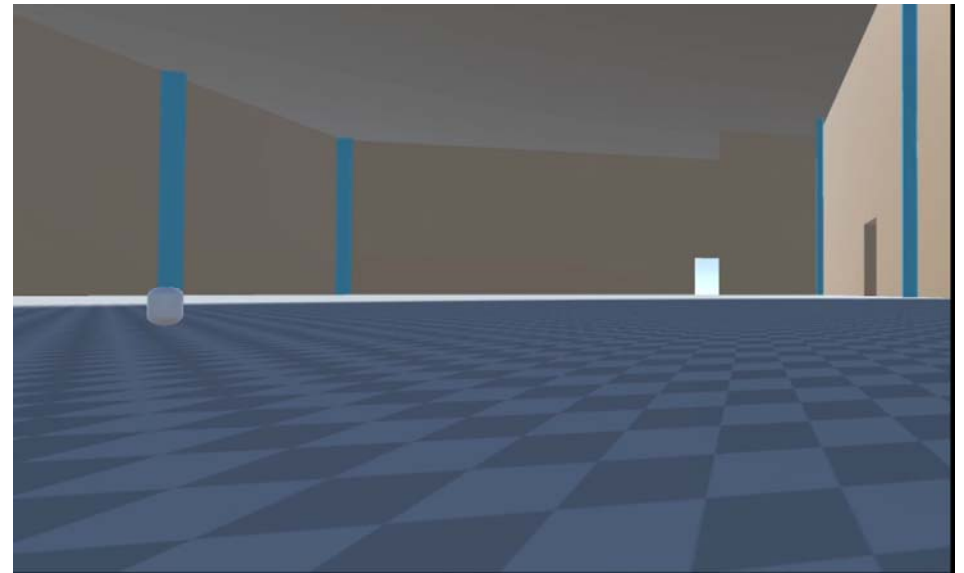


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## DESIGN PHASE

- Using Unity Hub we are importing the fbx file and adding scenes to the environment to make it look more realistic.
- After successfully importing the fbx file we are then adding the first person controller to the environment.
- A first person controller in Unity is a script that enables the player to move and interact with the game world from a first-person perspective. It allows the player to move forward, backward, left and right, jump, and look around using the mouse.

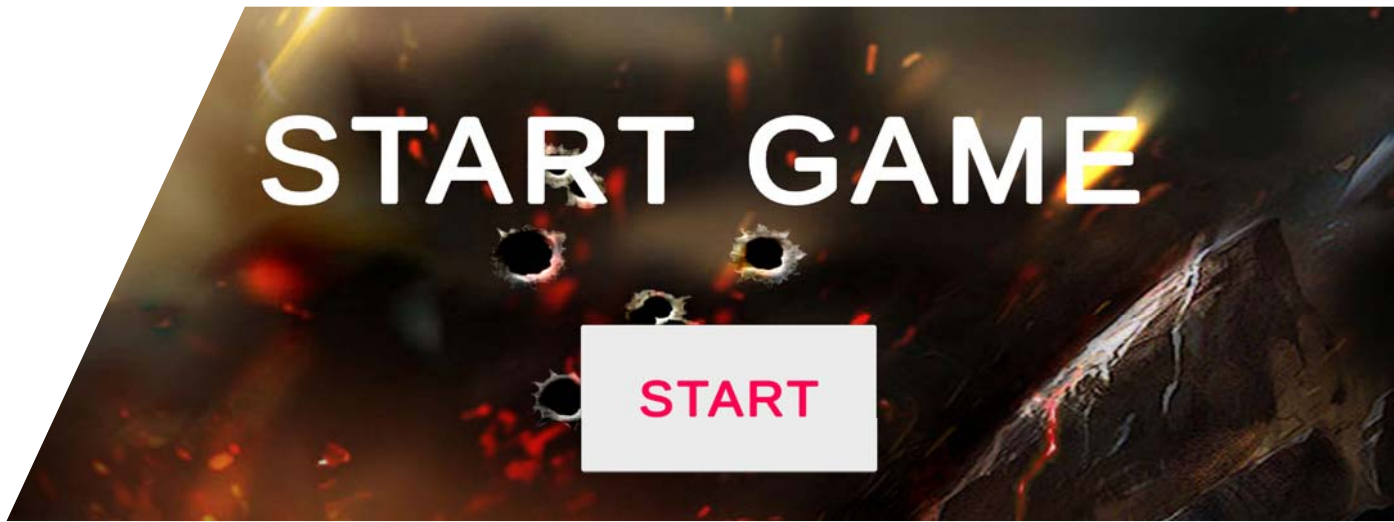


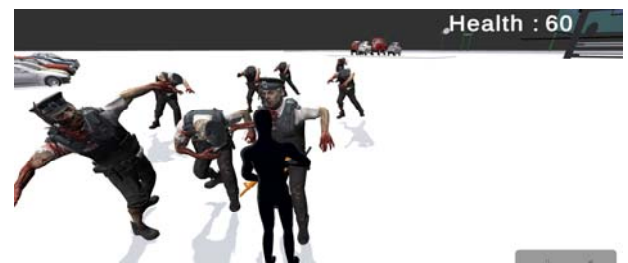
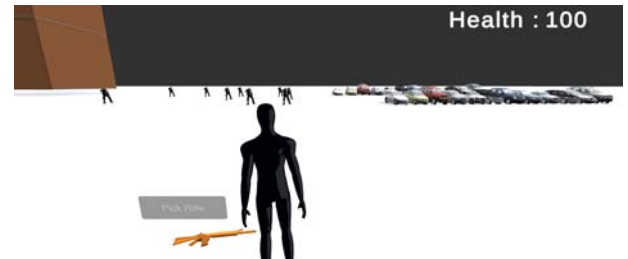
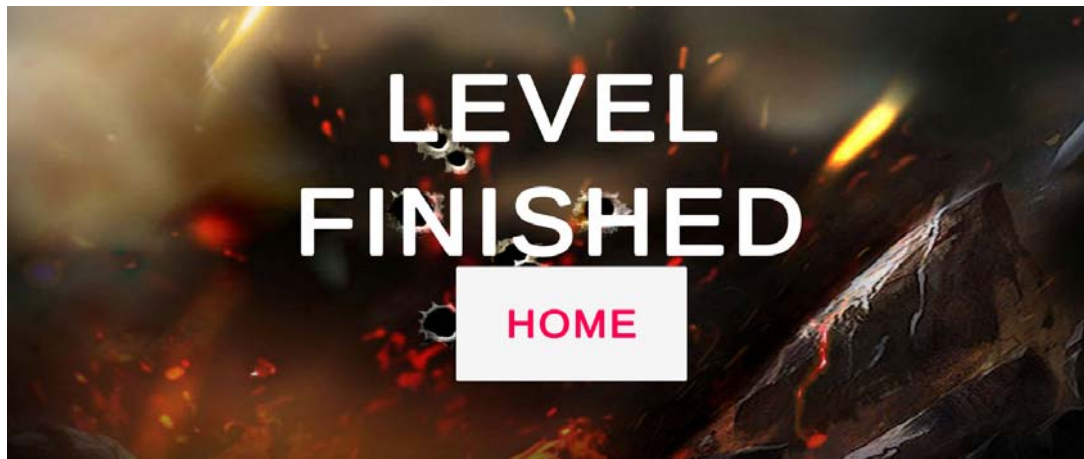
**Fig7:- First Person Controller**



He

He





### Future work:

- 1: will be implementing story game for the future
- 2: zombies getting more powers to complete the checkpoint will be killing big demon
- 3: Adding more levels



**DEMO VIDEO LINK**

**<https://drive.google.com/file/d/1Y5ySu2rTX-oDZfvLr45EQBVaNfK-AjC/view?usp=sharing>**







Special  
Thanks





Thank you

