# MULTI-USER SHOOTER GAME USING UNITY 3D

SWETHA SREE # MAMATHA EMIREDDY # VANITHA NIMMAREDDY

# OUTLINE

- Game theme
- System requirements
- Modelling
- Functionality
- Future improvements
- Difficulties

# GAME THEME

- This is multi-player shooting game.
- It can be played on different computers (client) by connecting to a single server.
- The game consists of two teams, red team and soldier team.
- User is able to select one team from the available teams and start playing.
- Player tries to shoot the other team members.
- Members with same colored costume are considered as team members and they can not kill or damage each other.
- There is a health parameter linked to each player, which decreases when other player shoots or damages this player and finally the player dies.

# SYSTEM REQUIREMENTS

- Desktop:
  - OS: Windows XP+, Mac OS X 10.7+, Ubuntu 10.10+, SteamOS+
  - Graphics card: DX9 (shader model 2.0) capabilities; generally everything made since 2004 should work.
  - CPU: SSE2 instruction set support.
  - Web player supports IE, Chrome, Firefox, Safari and others.
- iOS: requires iOS 6.0 or later.
- Android: OS 2.3.1 or later; ARMv7 (Cortex) CPU or Atom CPU; OpenGL ES 2.0 or later.
- Blackberry: OS 10 or later.

# MODELING

- Environment we have modeled is a castle with sky and ground with some assets from unity asset store.

- We also have included effects like snow and fire using particle systems from unity asset store.

- In the environment we have some avatars walking around.

- When player shoots gun fires at the targeted spot.

# FUNCTIONALITY

VISION:

Virtual environment includes sky, ground, 3D models downloaded from the unity Asser store, textured objects, snow and fire particles. Spot light and directional lights are used to facilitate the vision.

SOUND:

Sound includes ambient background sounds, shooting sound and player moving sound.

ANIMATION:

Motion of the controller, action events during the shoot, triggering the gun, moving avatars inside the environment.

SENSORS:

Proximity sensors are included in the project.

# FUNCTIONALITY

- CHARACTERS:

    Have animated agents (path following behavior) in the environment.

- INTERACTIVITY:

    Using keyboard keys to move the controller(W,A, S, D) and (Arrow Keys) Mouse click    to    shoot
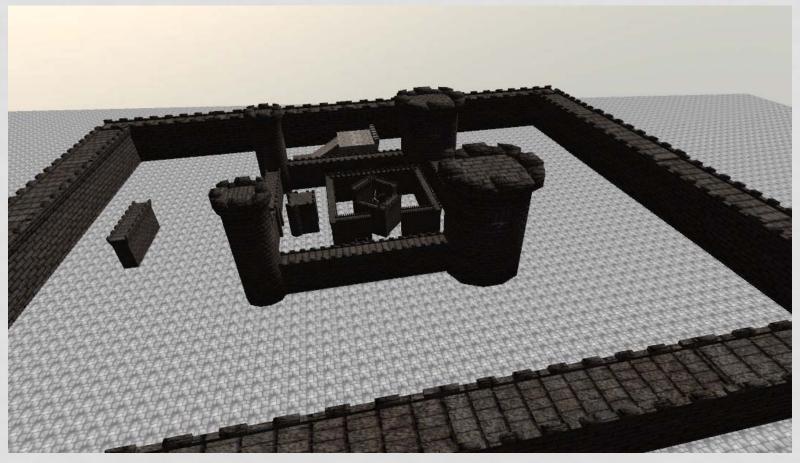  the opponent.

- MULTIPLE-PLAYER ENVIRONMENT:

    Game supports multiplayer environment.

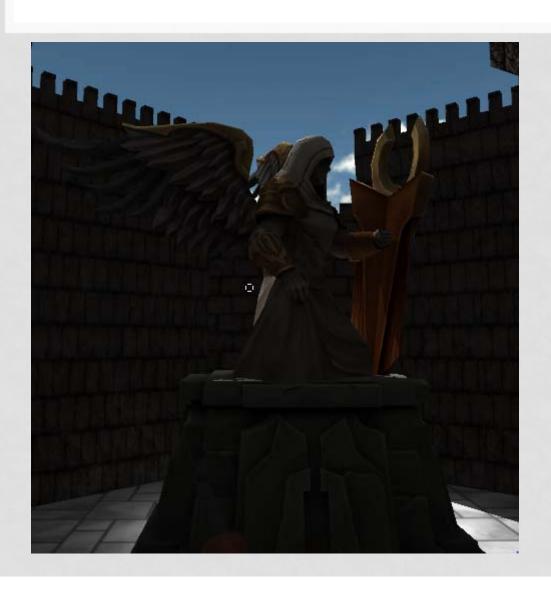- CUSTOM AVATAR:

    Custom avatars are added in the game.

# SCREEN SHOTS

- THE CASTLE

# SCREEN SHOTS

- Avatars moving around

# SCREEN SHOTS

# SCREEN SHOTS

- In the game

Thank You....