

# **SKY WALKER**

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**SUBMITTED TO**

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# **1. INTRODUCTION**

This assignment is to develop a game , in which the player in which the player pilots a ship through heavily defended space fortress.

This project covers the use of unity 3D .

This report covers the brief description of the modules. Finally, the report concludes with the limitations.

## **2. GAME PLAYING**

In this game user has to dodge the enemy objects and pilots a ship through heavily defended space fortress.

Basic features are –

1. Score – Scores are increasing as
  - +10 – every 20 m of distance
  - +100 – killing the enemy
  - +700 – killing the big enemy
2. Fuel – Player dies when fuel is empty. There are fuel refill available all over the game , when picked the player fuel is set to full. This fuel of a player is shown by fuel indicator
3. Lives – Player has three lives at the starting . lives get subtracted when either player collides with the enemy object or its fuel tank get empty.
4. Enemy objects – there are several enemy objects like asteroids , enemy plane, Enemy planet etc. in each level based on the level of difficulty of each level. Player has to dodge through it to save its life and kill them to gain score.
5. Pickups – These are score add ons.

### **3. MODULES**

Project SkyWalker consists of following modules –

#### **I. Main menu-**

This module is the main menu . It consists of following options-

- Play
- Quit

**Play** – Play button will take you to the level selection window , here one can can select the desired level , the desired level will begin when selected.

**Quit** – Quit will exit the application.

#### **II. Level Selection Window-**

This module displays all of the five levels . The user can select the desired level and begin playing.

#### **III. Level 1**

This is the level 1 of the game . here the difficulty level is easy.

Basic features of level 1.

- Consists of a platform to guide you through the space fortress. This is to keep the difficulty level easy.
- Wall and firing tanks are the obstacles.
- Level end by killing the big enemy firing tank , which spawns randomly at random location.

**IV. Level 2-**

This is the level 2 of the game . This is slightly harder than level 1 as we have remove the platform which guides the user . Also certain enemy objects are the add on . This level ends by killing the big enemy.

**V. Level 3-** This is the level 3 of the game . Here there is change in the graphics from night sky to day sky. To increase the level of difficulty big enemy is added at the end of the level enlaced with the random movement , which when killed then only the player gets to the next level .

**VI. Level 4-** This is the level 4 of the game . Here the difficulty level further increases by adding the tracking missiles . This missiles track the player to get collide with it . Here there is also a big enemy at the end ,which when killed then only player gets to the next level .

**VII. Level 5-** This is the level 5 ie the last level of the game . This is the hardest level consists of mix of all the enemy objects added so far .Here at the end , the player encounters the final enemy . By killing whom one wins the game.

**VIII. Game Over Screen -** This is the game over screen .It consist of –

- Final score of the player .
- Retry button – this will restart the game from very beginning.
- Quit button – This will quit the game .

**IX. Pause Screen -** This screen toggles when esc key is pressed . This pause the game . It consists of –

- Continue button – Resumes the game from where it is left.
- Quit button – quits the application

- Menu – takes user to the menu.

## **4. Highlights**

1. Big enemy – Consists of fascinating graphics and functionality
2. Animation effects – certain game objects implements animation effects.
3. Main menu – It is the starting menu of the game.
4. pause menu – player is able to pause the game.
5. chaser – chaser missile chase the player.
7. Game Over screen – displays when game is over.
8. player can restart the game.
9. Level selector – Gives the player direct access to any level.
10. fascinating graphics –
  - Big Enemy object bullet
  - Animation effect on game objects like ring and loop.
  - Transition effect – screen fader on game over and pause menu screen
  - Effects on explosion effect. Use of particle system.
  - Sound effects added to make game more attractive.