

# Report

## COP 701: Software Systems Lab

### Introduction

The game is inspired by **Zaxxon Game**.

The game is called **Into The Alien-Verse**.

It is a 3D game made using **Unity Engine**.

Player is awarded by **3 Lives** which it can use to complete **5 levels**.

Player fuel levels continuously decreases which is compensated by **fuel tank (GreenCylinder)** through-out the gameplay which can be accessed if destroyed using player missile .

We have made Prefabs of all objects made to reuse in all 5 levels.

### Game Features

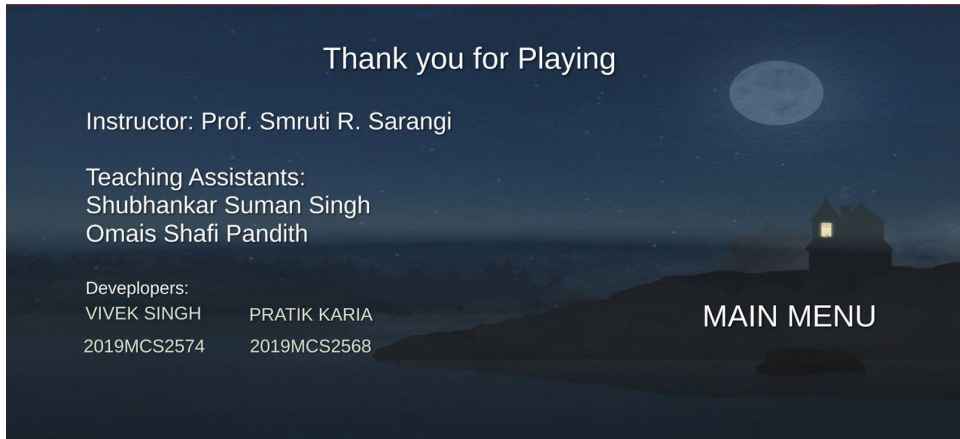
- Five Levels with Three layout : **1. Mountain, 2. Forest, 3. Desert**
- **Scoring indicator** of top right corner
- **Fuel indicator**: top of the game, in red slider
- **Number of lives**: Shown by spacecraft image on top left corner.
- **Height Indicator**: left of game, in blue slider.
- **Obstacles**: Asteroid red, Asteroid blue, Laser Canon, spaceCraft, flying Insect, Mines, Walls, Tanks, Helicopters etc.
- **Movement**: Given in Instruction page of game.

## Main Menu



Main menu consist of buttons to interact with game.

1. **Play** : It directs us into the 1st Level of the game.
2. **Instruction**: It helps user with basic movement and attack keys.
3. **Quit** : This button help us quit the application.
4. **Level 1** : This button help us jump directly to level 1.
5. **Level 2** : This button help us jump directly to level 2.
6. **Level 3** : This button help us jump directly to level 3.
7. **Level 4** : This button help us jump directly to level 4.
8. **Level 5** : This button help us jump directly to level 5.
9. **Credits** : This button takes us to the credit page of the game.



## Level 1:

Level 1 consist of **Mountain layout**.

It consist of multiple obstacles:

1. Mountains
2. Rocks
3. Trees
4. Ground
5. Wall etc.

During gameplay multiple obstacles are instantiated randomly .

Ground Tanks fire Bombs directly at player which follows the player.

Path are curved around mountains and player need to follow it to reach the end to complete the level.



## Level 2:

This is an extension of level 1.

It also uses **Mountain Layout**.

This consist of Enemy plane and Helicopter addition.

Beating the plane is much harder than previous level as it spawns randomly and fires missiles towards the player.

Similarly helicopter fires bombs toward the player, the player needs to dodge the bombs and hit helicopter multiple times to destroy and increase the score.



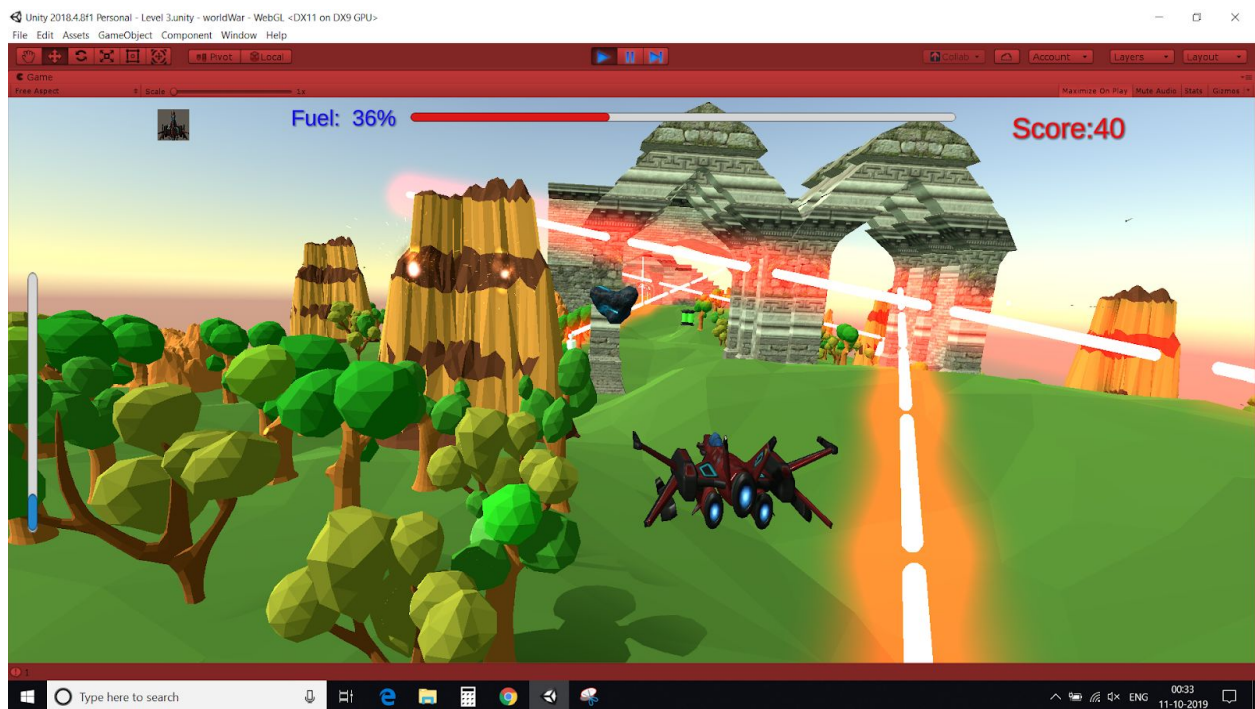
## Level 3:

This uses **Forest layout** .

It consist of many creative obstacles that challenges the player to move through it .

It consists of Laser Canon which restricts the player movement.

This level focuses on player control and importance of fuel, as skipping the fuel will make it much harder to complete the level.



## Level 4:

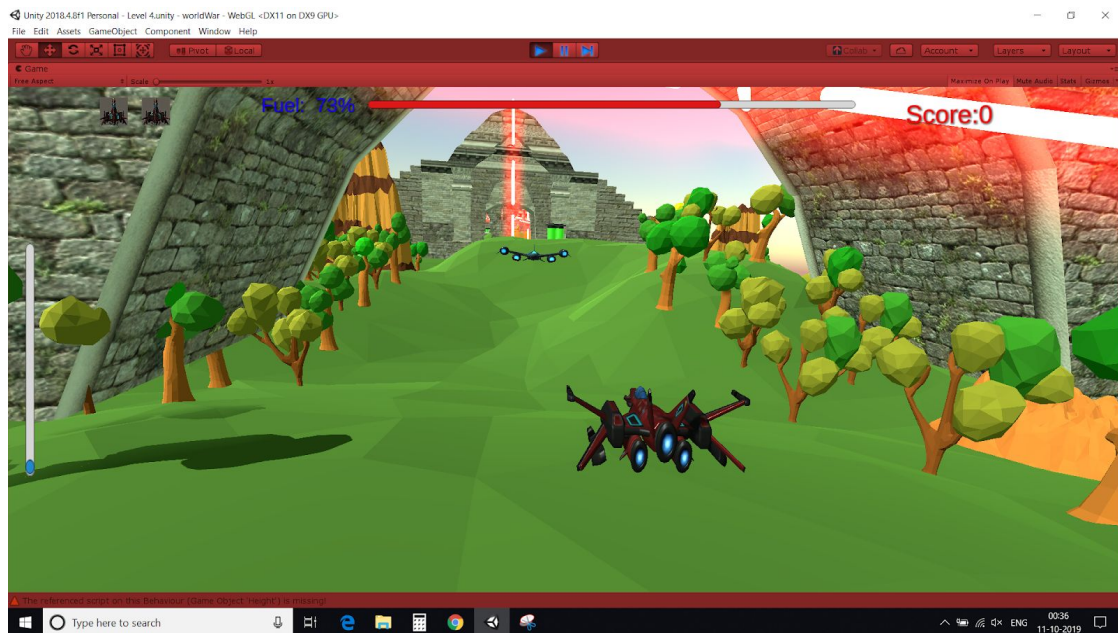
This is an extension of level 1.

It also uses **Forest Layout**.

This consist of Enemy plane and Helicopter addition.

Beating the plane is much harder than previous level as it spawns randomly and fires missiles towards the player.

Here in this level player speed is increased to one needs to focus on obstacles and carefully move forward by destroying the obstacles and enemies.



## Level 5:

It uses **Desert layout with rain VFX.**

This is the final level of the game.

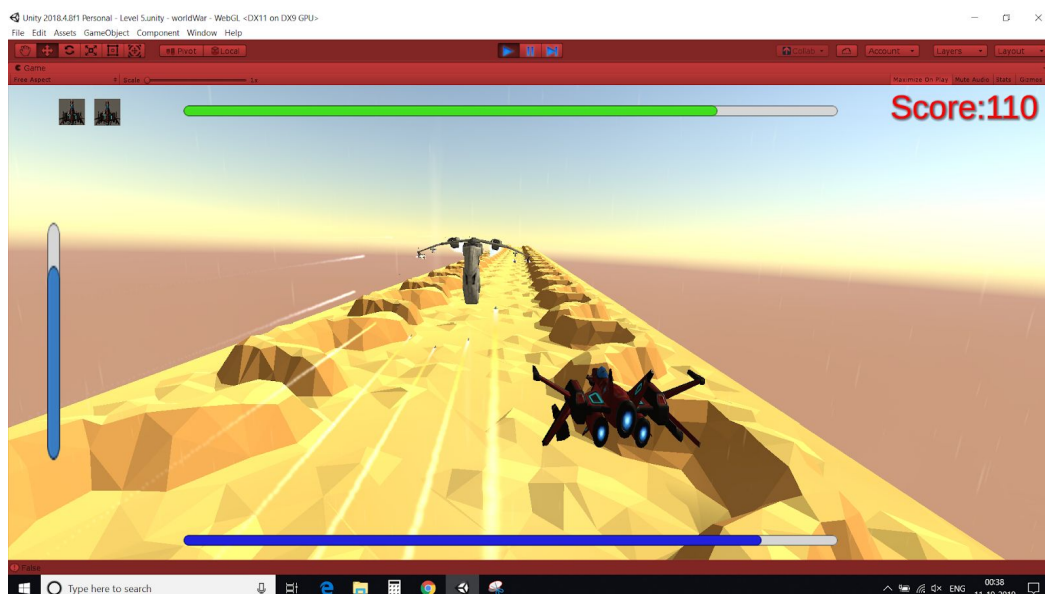
Here you will need to beat the Boss to win the game.

To start the Boss battle one needs to destroy the diamond to challenge the boss.

Beating the boss is a repetitive and tough job as it Teleports around randomly and shoots multiple missiles towards the player.

Each time you reduce the boss health and make it weak to will be awarded by a nike missile to destroy the boss.

If you miss this opportunity then boss will heal itself and the battle continues.



**BY:**

**Vivek Singh 2019MCS2574**

**Pratik Karia: 2019MCS2568**