

# LOST IN SPACE



**COP-701  
ASSIGNMENT 2  
UNITY 3D GAME  
2019MCS2562(HET)  
2019MCS2573(VIKAS)**

## **Abstract :**

Our game, Lost in Space is an isometric shooter game. Encompassed with high end graphics and minute detailing. The game is fun, enticing and challenging.

Lost-in-Space comprises of 2 different layouts spread over 5 levels(with increasing difficulty).

## **Gameplay :**

The objective of the game is to hit and destroy as many enemies as possible without being killed by the Alien army first. Killing different types of enemies gives points. Health can be replenished by grabbing up pick-ups kept in various places of the map. Player is provided with 3 lives. Player respawns on the same level that he is killed(from the starting point).

## **Specified Features :**

- 5 Levels
- 2 Layouts
- Scoring Indicator
- Height Indicator
- Number of Lives Indicator
- 10+ Different types of Obstacles
- 5+ Different types of Enemies
- Smooth plane movements

## **Extra Features :**

- Health Indicator
- Pickups/Power-ups
- 2 Different camera views for better 3D Effects
- CheatCodes
- Mute Gameplay Audio Option

- Better Visual Effects (using particle-effects)
- Better Sounds Effects
- Bonus Boss Fight in Last Round
- Prefabs used to maintain consistency and ease of access.

With the above mentioned features various C# scripts are written to spawn, manipulate and destroy objects.

### Screenshots :



Fig 1: Options Menu





Fig 2: Pause Menu

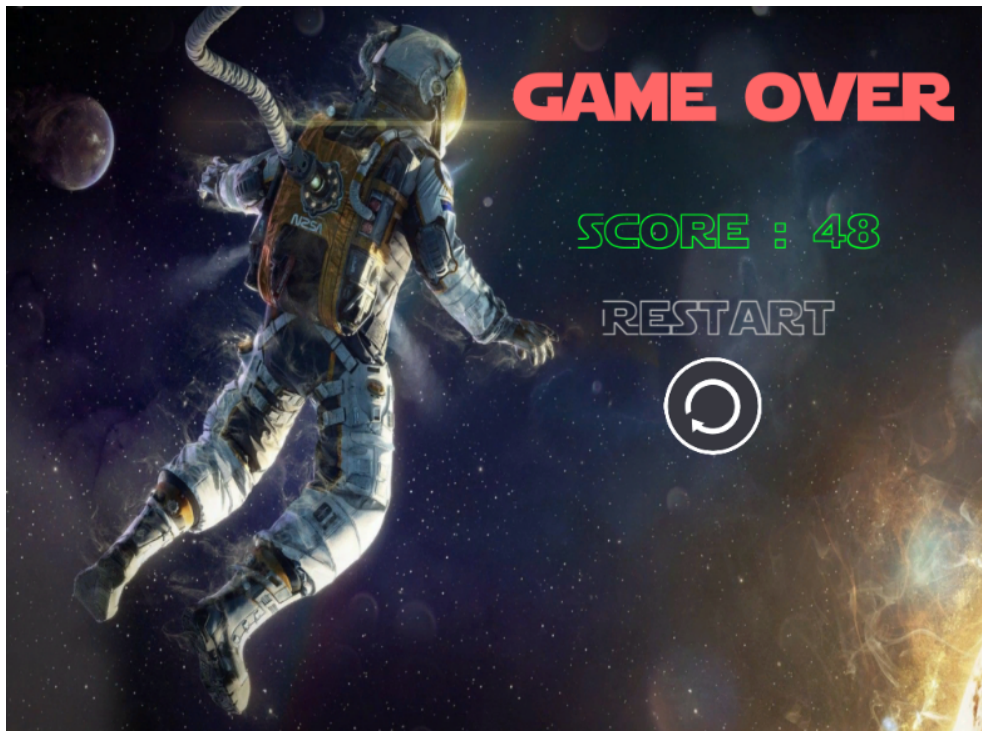


Fig 3: Game Over Screen

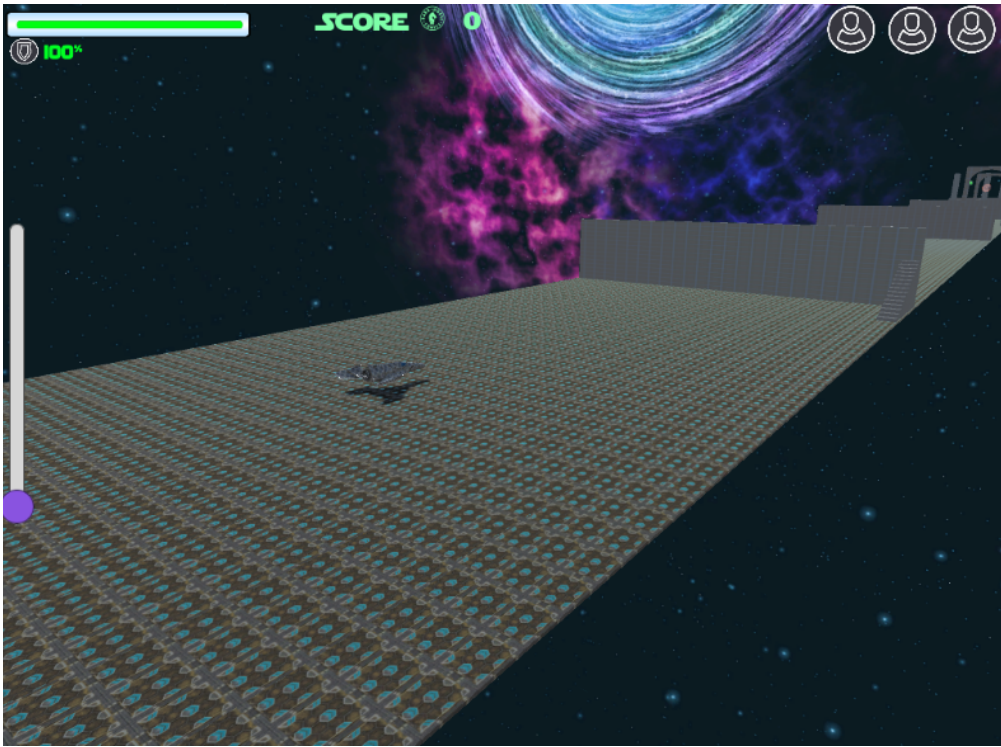


Fig 4: Level Sample(Layout 1)



Fig 5: Level Sample(Layout 2)





Fig 6: Credits Screen