

Final Year Project Report

Black storks - multiplayer TPS 3D game (PC)



Project Advisor:

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Session

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Dedication

This project is dedicated to Pakistan Army, who protect us from harm day and night in any kind of situation and weather conditions and they do not think twice about to sacrifice themselves to protect this country and its dignity.

It is also dedicated to our teachers specially to our Project Advisor Mam Saira Osama, they taught us that even the largest task can be accomplished if it is done one step at a time.

Final Approval

Panel of Examiners

1) Head of Department

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2) Program Director (Final Year Projects)

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3) Supervisor

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4) Co-Supervisor

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Acknowledgement

We would like to express our special thanks of gratitude to our Mam Saira Osama that she has been the ideal Project Advisor. Her sage advice and patient encouragement aided the making of this project in innumerable ways.

Secondly, we would also like to thank our parents and friends who encouraged us a lot in finalizing this project within the limited time frame.

Project Title	BLACK STORKS	
Objective	To develop a ground breaking 3d multiplayer third person shooter game inspired by Pakistan Army	
Undertaken by	Muhammad Yousaf Khan	12003065020 (BS-SE)
	Ahmed Danish	12003065072 (BS-SE)
Supervised by	Mam Saira Osama	
Starting Date	1 st October 2015	
Completion Date	4 th August 2016	
Tools Used	Unreal Engine 4, Adobe Creation Suite, Zbrush and Adobe Photoshop CC	
Operating System	Microsoft Windows 10	
Documentation	Microsoft Word 2016 and Microsoft Visio	

Abstract

Terrorism has ruined the image of our country but Pakistan army is fighting against terrorism in different location of Pakistan. Tremendous progress has been achieved in the battle against terrorism. The game will be the first one in the market to support Pak-Army and represent an optimistic approach to our country about Pak-Army. The game will be addressing a positive role of the Pakistan army and support the Anti-terrorism acts against Pakistan. It will also deal with the concept of the battlefield, hard work of the battlefield soldiers and their sacrifices in the protection of our nation.

REVISION CHART

Version	Primary Author(s)	Description of Version	Date Completed
Draft	Muhammad Yousaf Khan	Initial draft created for distribution and review comments	16 th Oct 2015
Preliminary	Ahmed Danish	Second draft incorporating initial review comments, distributed for final review	12 th Jan 2016
Final	Muhammad Yousaf Khan	First complete draft, which is placed under change control	23 th Feb 2016
Revision 1	Ahmed Danish	Revised draft, revised according to the change control process and maintained under change control	19 th May 2016
Revision 2	Muhammad Yousaf Khan	Revised draft, revised according to the change control process and maintained under change control	7 th August 2016

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1. INTRODUCTION

1.1 Project Overview

The project is based on a game which will be developed for windows computers (PC). The game will be multiplayer shooter game; it will have third person gameplay style. Players will be able to shoot and kill enemies using different weapons and will play as a team against other team (Pak-Army Verses Terrorists) connected to server through internet. Information of the players will be stored to a data base system which will be viewable by the players. Game will provide a full next generation 3D environment. Full 3D character will be developed for players. Mouse and keyboard will be used as game input devices.

Unreal engine 4 will be used for integrating the game assets (audio, 3D characters, maps, guns) by Blue Prints/C++. Autodesk and Zbrush will be used for designing and rendering 3D models. Unity will be used for assets testing and Adobe Photoshop will be used for materials and textures creation and editing.