

INTRO/ABSTRACT

A fast-paced and skill-based first-person shooter, set on the surface of an alien planet in the not-so-distant future. Featuring a varied archetypal selection of weapons and enemies, we aimed to create an experience using old and new concepts that feels fresh and engaging.

METHODS

Developed chiefly in Unity version 2021.2.7f1, we wanted to use the latest tools available to make a game that was well-optimized, without sacrificing graphical style. Most model and texture assets in the game were made by the team.

Tools used:



RESULTS

Two fully-featured levels and a separate boss-fight. A full suite of motion-captured enemies and first-person animations. A comprehensive weapon system that allows for prototyping just by changing options in the editor. A comprehensive AI system for managing enemies both individually, and by faction.

As you step off the ship and into the hanger, things already feel wrong...

