[A THIRD PERSON SHOOTER FOR TRAINING DECISION MAKING SKILL]

[MUHAMMAD MUIEZUDDIN BIN MOHAMAD]

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[MUHAMMAD MUIEZUDDIN BIN MOHAMAD]

This report is submitted in partial fulfillment of the requirements for the Bachelor of [Computer Science (Software Development)] with Honours.

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FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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[YEAR OF SUBMISSION]

DECLARATION

I hereby declare that this project report entitled

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is written by me and is my own effort and that no part has been plagiarized

without citations.

STUDENT : MUHAMMAD MUIEZUDDIN BIN MOHAMAD Date : 13/9/2023

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I hereby declare that I have read this project report and found

this project report is sufficient in term of the scope and quality for the award of

Bachelor of [Computer Science (Software Development)] with Honours.

SUPERVISOR : DR.NUR RAIDAH BINTI RAHIM Date : 13/9/2023

DEDICATION

This final project is dedicated to my beloved parents, En Mohamad and Pn Faridah who always support and pray for me

To my respected supervisor, Dr Nur Raidah Binti Rahim who has guided and advise me

And to my supportive friends for the co-operation and knowledge sharing in completing this project.

Thank you very much

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In the name of ALLAH S.W.T, The Most Merciful. Pray and peace upon the Prophet Muhammad S.A.W.

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ABSTRACT

The title of my game or project is Zombie Homeland. Basically the genre for this game is Third Person Shooter game (TPS) and Survival game. The theme of the game is horror because this game have zombie that always chase resident that still alive in that area. The game world is surrounded by zombie due to the spread of the zombie virus outbreak which causes many of the residents to be infected with the zombie virus. At the same time, there are still residents who survived the infection but there is no way to get out of the dangerous area due to the zombies that are always roaming around the area. So what player need to do is player need to survive and find the residents that hide at the area and take their out from this area. Why I'm develop this game?. It is because nowadays people always make decisions in a rush without thinking of the future and waste the resources to useless things. Furthermore, A Third Person Shooter game is any game a game focused on shooting where, instead of seeing through the main character's eyes, you see the main character from an external perspective. A third person view position the viewer perspective behind or around the player's in game character in games. Therefore , This project or game is train player about aiming and shooting using rifle and also complete the mission given but decision making is very important in game to implement in real life. The objectives of the project is to identify the Third Person Shooter game for training the decision making skills. In addition, is to design project or game for the training decision making skill using the Third Person Shooter game and lastly is to evaluate the usability and usefulness for the proposed product from the project develop In conclusion, what is player can learn and take it from this game is player can implement strategics in real life and learn how to defeat the zombie and also able to complete the mission given

ABSTRAK

Tajuk permainan atau projek saya ialah Zombie Homeland. Pada asasnya genre untuk permainan ini ialah permainan Third Person Shooter (TPS) dan permainan Survival. Tema permainan adalah seram kerana permainan ini mempunyai zombi yang sentiasa mengejar penduduk yang masih hidup di kawasan tersebut. Dunia permainan dikelilingi oleh zombi akibat penularan wabak virus zombi yang menyebabkan ramai penduduk dijangkiti virus zombi. Pada masa sama, masih terdapat penduduk yang terselamat daripada jangkitan itu namun tiada jalan keluar dari kawasan berbahaya berikutan zombi yang sentiasa berkeliaran di sekitar kawasan itu. Jadi apa yang pemain perlu lakukan ialah pemain perlu bertahan dan mencari penduduk yang bersembunyi di kawasan itu dan membawa mereka keluar dari kawasan ini. Mengapa saya membangunkan permainan ini? Ini kerana pada masa kini manusia sentiasa membuat keputusan secara tergesa-gesa tanpa memikirkan masa depan dan membazirkan sumber untuk perkara yang tidak berfaedah. Tambahan pula, permainan A Third Person Shooter ialah mana-mana permainan yang memfokuskan pada menembak di mana, bukannya melihat melalui mata watak utama, anda melihat watak utama dari perspektif luaran. Pandangan orang ketiga meletakkan perspektif penonton di belakang atau di sekeliling watak permainan pemain dalam permainan. Oleh itu, projek atau permainan ini adalah melatih pemain tentang membidik dan menembak menggunakan senapang dan juga menyelesaikan misi yang diberikan tetapi membuat keputusan adalah sangat penting dalam permainan untuk dilaksanakan dalam kehidupan sebenar. Objektif projek ini adalah untuk mengenal pasti permainan Third Person Shooter untuk melatih kemahiran membuat keputusan. Di samping itu, adalah untuk mereka bentuk projek atau permainan untuk kemahiran membuat keputusan latihan menggunakan permainan Third Person Shooter dan terakhir adalah untuk menilai kebolehgunaan dan kegunaan untuk produk yang dicadangkan daripada projek yang dibangunkan Kesimpulannya, apa yang pemain boleh pelajari dan ambil daripadanya. permainan ini adalah pemain boleh melaksanakan strategi dalam

kehidupan sebenar dan belajar bagaimana untuk mengalahkan zombi dan juga dapat menyelesaikan misi yang diberikan

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

TABLE OF CONTENTS

PAGE

DECLARATION ..... **II**

DEDICATION ..... **III**

ACKNOWLEDGEMENTS ..... **V**

ABSTRACT ..... **VI**

ABSTRAK ..... **VIII**

TABLE OF CONTENTS ..... **X**

LIST OF TABLES ..... **XV**

LIST OF FIGURES ..... **XVII**

LIST OF ABBREVIATIONS ..... **XX**

LIST OF ATTACHMENTS ..... **XXI**

CHAPTER 1: INTRODUCTION **1**

1.1 Project Background 1

1.2 Problem Statement 1

1.3 Objectives 1

1.4 Goal and genre 2

1.5 Game features 2

1.6 Conclusion 2

CHAPTER 2: LITERATURE REVIEW AND PROJECT METHODOLOGY . **4**

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2.1 Introduction 4

2.2 Genre 4

2.3 Existing System 4

2.3.1 Comparision of existing system 8

2.4 Project Methodology 10

2.5 Conclusion 11

CHAPTER 3: ANALYSIS 12

3.1 Requirement Analysis 12

3.1.1 Project Requirement 12

3.1.2 Technical Requirement 14

3.1.2.1 Hardware 14

3.1.2.2 Related Technologies 14

3.1.3 Software Requirement 15

3.1.3.1 Game Art 15

3.1.3.2 Game Engine 17

3.1.3.3 Game Development Tool 18

3.1.4 Hardware Requirement 23

3.2 Project Schedule and Milestone 24

3.3 Conclusion 25

CHAPTER 4: DESIGN 27

4.1 Introduction 27

4.2 Game Architecture 27

4.3 Game Design 28

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

4.3.1 Gameplay 28
4.3.2 Core mechanics 28
4.3.3 Level Progression 29
4.3.4 Flowboard 30
4.3.5 Storyline 30
4.3.6 User Interface / Interaction Model 31
4.4 Game Art 34
4.4.1 Game World 35
4.4.2 Character Design 37
4.4.3 Camera Model 42
4.4.4 Audio/Sound Effect 43
4.5 Conclusion 43
CHAPTER 5: IMPLEMENTATION 45
5.1 Introduction 45
5.2 Creation of Game Art 45
5.2.1 Production of Graphics 45
5.2.2 Production of Audio 51
5.2.3 Production of Video 51
5.2.4 Production of Animation 52
5.2.4.1 Import Animation from Mixamo into Unity 53
5.2.4.2 Setting Animation in Unity Engine 54
5.2.4.3 Animator Controller 55
5.2.4.4 Script Animation 55
5.3 Integration of Game Components 58
5.3.1 In Game Scene Object 58

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

5.3.1.1 Player 58
5.3.1.2 Zombie 58
5.3.1.3 Resident 59
5.3.1.4 Weapon 60
5.3.1.5 Hint 60
5.3.1.6 Collectible 60
5.4 Game Configuration Management 61
5.4.1 Configuration Setup 61
5.4.2 Version Control Procedure 62
5.5 Implementation Status 62
5.6 Conclusion 64
CHAPTER 6: TESTING 65
6.1 Introduction 65
6.2 Test Plan 65
6.3 Test Implementation 65
6.4 Test Result and Analysis 66
6.4.1 General 66
6.4.2 Gameplay 69
6.4.3 Bug and Glitches 70
6.4.4 Graphics and Audio 71
6.4.5 Level Design 72
6.4.6 User Interface (UI) 73
6.4.7 Overall and Suggestion 74
6.5 Conclusion 76

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

CHAPTER 7: PROJECT CONCLUSION 77

7.1 Observation of Strength and Weakness 77

7.2 Proposition for Improvement 78

7.3 Contribution 78

7.4 Conclusion 78

REFERENCES 80

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

LIST OF TABLES

UTeM
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Table 2.1 Comparision between Zombie Homeland, Resident Evil and Zombie Army Trilogy 8
Table 3.1 Comparision between Zombie Homeland, Resident Evil Village and Zombie Army Trilogy 12
Table 3.2 Asus Tuf F15 Specifications 23
Table 3.3 Gantt chart of Project Development 24
Table 3.4 Milestones of Project Development 25
Table 5.1 Version Control 62
Table 5.2 Implementation Status 62

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

LIST OF FIGURES

Figure 2.1 Zombie Army Trilogy UI (User Interface) in game..... 5
Figure 2.2 One of the missions that player needs to complete in..... 6
Figure 2.3 Resident Evil Village game..... 7
Figure 2.4 Resident Evil Village in game..... 7
Figure 2.5 Game Development Life Cycle (GDLC)..... 10
Figure 3.1 Adobe Photoshop Logo..... 15
Figure 3.2 Photopea Logo..... 16
Figure 3.3 Unity Engine Logo..... 17
Figure 3.4 Microsoft Visual Studio Logo..... 18
Figure 3.5 Audacity Logo..... 19
Figure 3.6 Blender Logo..... 20
Figure 3.7 Mixkit Logo..... 21
Figure 3.8 Mixamo Logo..... 22
Figure 3.9 Asus Tuf Laptop..... 23
Figure 4.1 Game Architecture Diagram..... 27
Figure 4.2 Flowboard of the Zombie Homeland..... 30
Figure 4.3 Main Menu Interface..... 31
Figure 4.4 How To Play Interface..... 31
Figure 4.5 Rifle Selection Interface..... 32
Figure 4.6 In Game Interface..... 32
Figure 4.7 Mission Interface..... 32
Figure 4.8 Pause Interface..... 33
Figure 4.9 Game Over Interface..... 33
Figure 4.10 Spawn player..... 35
Figure 4.11 Zombie around surrounding..... 35
Figure 4.12 Zombie Attacking..... 36
Figure 4.13 Resident hiding..... 36
Figure 4.14 Megan..... 37

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

Figure 4.15 Zombie 1 ..... **38**
Figure 4.16 Zombie 2 ..... **38**
Figure 4.17 Zombie 3 ..... **39**
Figure 4.18 Zombie 4 ..... **39**
Figure 4.19 Alisa and Julia talking each other **40**
Figure 4.20 Jimmy give the CPR to the James **41**
Figure 4.21 Robert that try to find any rescue team **42**
Figure 4.22 Third-person camera perspective **43**
Figure 5.1 Megan (player) from the Mixamo **46**
Figure 5.2 Animation Megan using Mixamo **47**
Figure 5.3 Materials and Texture for the character **48**
Figure 5.4 Setting Animation for characters. **49**
Figure 5.5 The starting point for the game **50**
Figure 5.6 Setting terrain for the environment. **50**
Figure 5.7 Audio Source for game background **51**
Figure 5.8 Setting Video Player for Opening Cutscene **52**
Figure 5.9 Website for Video Editing **52**
Figure 5.10 Jogging Animation for Megan **53**
Figure 5.11 Download Animations Options **53**
Figure 5.12 Jogging Animation Setting Unity **54**
Figure 5.13 Animator Controller for Megan **55**
Figure 5.14 Idle Script **55**
Figure 5.15 Jogging script **56**
Figure 5.16 Jump script **56**
Figure 5.17 Sprint script **57**
Figure 5.18 Shooting script **57**
Figure 5.19 Megan **58**
Figure 5.20 Zombie **59**
Figure 5.21 Resident **59**
Figure 5.22 Rifle Selection **60**
Figure 5.23 Hint **60**
Figure 5.24 Ammo Box **61**
Figure 5.25 First Aid Kit **61**
Figure 6.1 Gender **66**

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

Figure 6.2 Age **67**
Figure 6.3 Occupation **67**
Figure 6.4 Frequent playing game **68**
Figure 6.5 Beta Testing **68**
Figure 6.6 Gameplay Engaging **69**
Figure 6.7 Gameplay Controls **69**
Figure 6.8 Gameplay Difficulties **70**
Figure 6.9 Bug and Glitches **70**
Figure 6.10 Issue shown in game **71**
Figure 6.11 Visual Quality of the Game **71**
Figure 6.12 Audio for Gaming Experience **72**
Figure 6.13 Level Design **72**
Figure 6.14 Part of the Game difficult to Navigate. **73**
Figure 6.15 UI **73**
Figure 6.16 Improvement Element in Game **74**
Figure 6.17 Most Like Element in Game **74**
Figure 6.18 Game Improvement **75**
Figure 6.19 Game Recommendation for Public **75**
Figure 6.20 Feedback for the Game **76**

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

LIST OF ABBREVIATIONS

FYP - **Final Year Project**

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LIST OF ATTACHMENTS

		PAGE
Appendix A	**Sample of data**	**19**
Appendix B	**Analysis of data collection**	**78**
……..	……	
……..	……	

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

CHAPTER 1: INTRODUCTION

1.1 Project Background

This project is third person shooter and survival game. The game world is surrounded by zombies due to the spread of the zombie virus outbreak which causes many of the residents to be infected with the zombie virus. At the same time, there are still residents who survived the infection but there is no way out to get out of the dangerous area due to the zombies that are always roaming around the area. So player need to survive and find the residents that hide at the area and take their out from this area

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1.2 Problem Statement

Nowadays, people always make decisions in a rush without thinking of the future and waste their resources on useless things. A Third Person Shooter game is any game a game focused on shooting where, instead of seeing through the main character's eyes, you see the main character from an external perspective. A third-person view positions the viewer's perspective behind or around the players in game character in video games. This project is train player about aiming and shooting using rifle and complete the mission given. Decision making is important to implement in real life

1.3 Objectives

The objectives of this project are:

I. To study the requirements of the Third Person Shooter Game for training the decision-making skills

II. To design and develop project or game for the training decision making skill using the Third Person Shooter Game

III. To evaluate the effectiveness of the proposed game develop

1.4 Goal and genre

The main goal of this is player can implement strategics in real life by learning to defeat the zombie and complete the mission given. The genre of this game is Third Person Shooter and Survival games, and the platform is available for windows. This game allows players to kill zombie and save the residents that enhance spirit of helping between community in real life.

1.5 Game features

The project is a single player that will be developed using Unity Engine and Microsoft Visual Studio to produce Third Person Shooter and Survival Game. This game is developed for teenagers and adults from age 13 to 30 years old. The game is straight forward. Players need to complete 3 or 4 missions in just one game. Each mission of the player needs to find and rescue a group of residents hiding in an abandoned building. The reason why only has one level that compared to other game is main objective is player can explore all area for the maps

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1.6 Conclusion

In conclusion, basically the outcome of Third Person Shooter Game and Survival Game is player just knows how to show and does not challenge the player. By Third Person Shooter Game and Survival Games, players need to manage bullets and health properly it is because they need to survive until all resident at Zombie Homeland rescue. Next chapter will discuss literature review and methodology used in this project.

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