

VINCENT MARY'S
ABAC GROUND

Team Members

Developers

Tanapat L. 6014216

Kasidit P. 6016901

Seniors

Pannachet L. 5715280

Chatchawan Y. 5715298

Application Logo



ABAC Ground

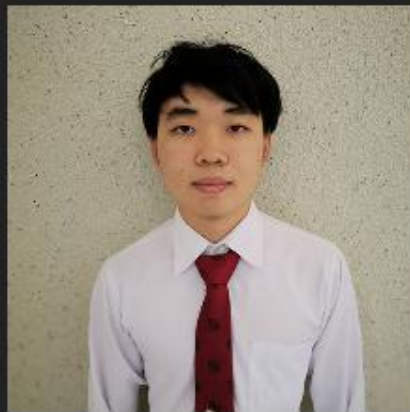
A 2D bird-eyes-view shooting and puzzle game.



Kasidit P.

Developer

Our seniors help us about how to code and fix bugs for our game. Our seniors also suggest how our game mechanicals should be. Therefore, we can develop it easily.



Tanapat L.

Designer

Our seniors have discussion about design game and characters. They also teach us about designing by Photoshop and make it easily.

ABAC Ground

A 2D bird-eyes-view shooting and puzzle game.



Chatchawan Y.

Senior

The juniors have a good coding background which makes it more easier to communicate and assign the tasks.

Moreover, they also have responsibilities and enjoy working on their project.



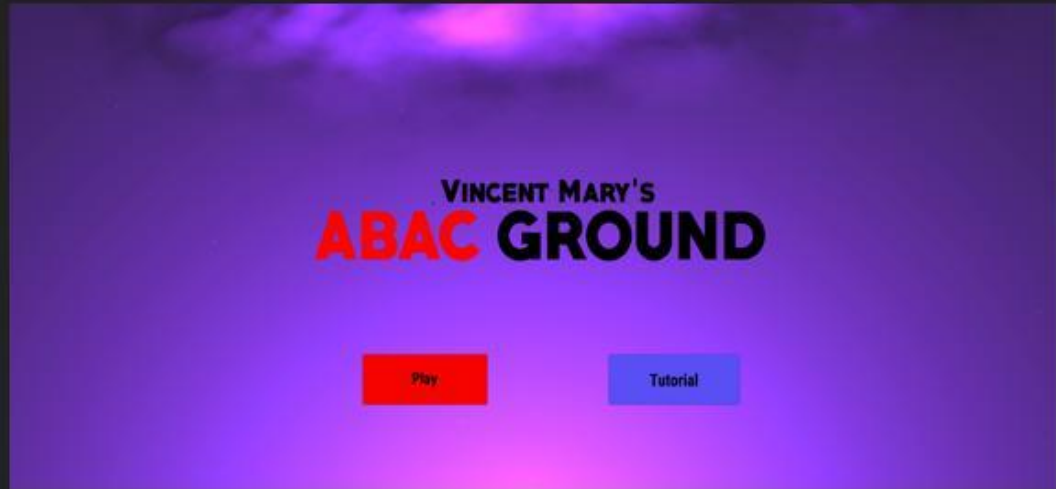
Pannachet L.

Senior

The juniors have a lot of potentials to understand things very easily and being responsible on their work. They are highly motivated on this project and get things done faster and better.

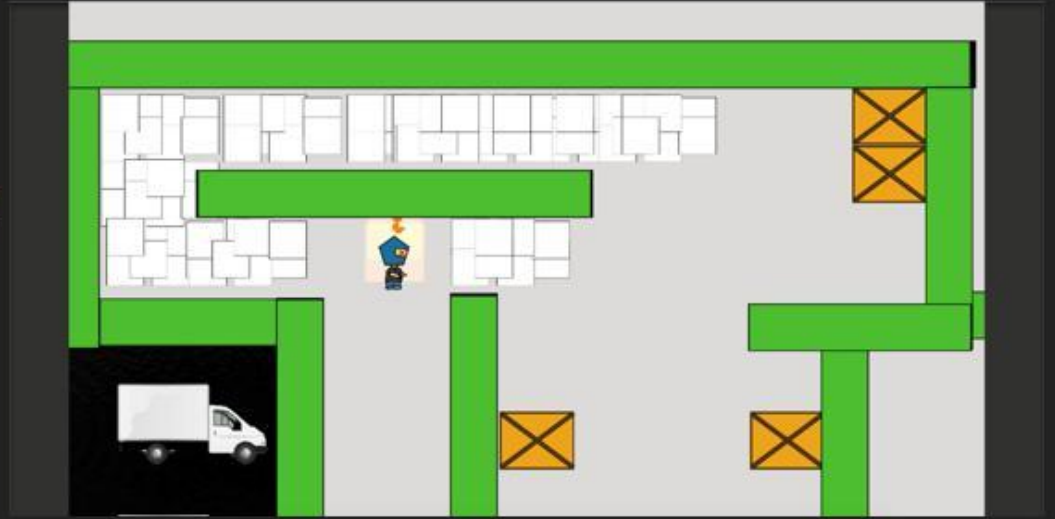
Main Menu

The main menu will display a purple background and an animation of the text. Moreover, in this main menu there are consist of two buttons located under the text which are; Play and Tutorial. When click Play, the game will lead the player to the next scene which is "How To Play" scene. Otherwise, when click turtorial, the game will lead you to play the turtorial of the game.



Graphics

This artwork style is cartoonish representing a more friendly type of game towards children, and let a low-end computer runs the game smoothly without a single problem. And the content of this game is a positive for everyone to play.



How To Play

Walk - W/A/S/D

Shoot - Left Mouse Button

Avoid enemies and traps because you have only one life to play.

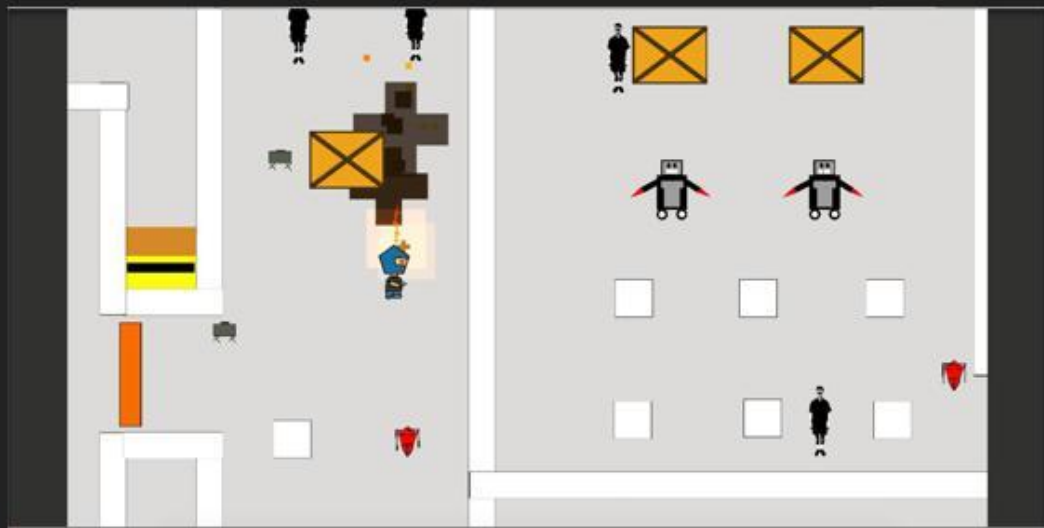
There is no checkpoint to progress your latest position, because this will make the game too easy.

Most of enemies in this game is immune to bullets, because we want to make a differentiation about the ways to kill enemies.



Screenshots

In the first mission, you can choose to kill enemies or escape to the extraction point to go to the next mission. Each enemy has its own unique ability that can make you become enraged so focused on playing.



Main Character

This is our main protagonist that you must play throughout the game. He can shoot his M1911 to the enemies but most of them are immune to bullets.

Apparently, he has only one life, this means that he is one-hit-kill



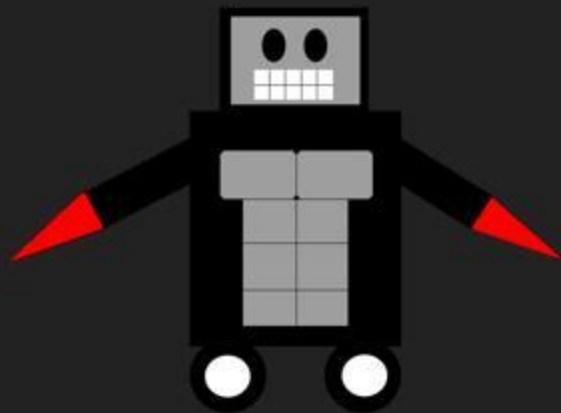
Gangster

He can be killed with a single bullet, but when the player are in the specific ranged, he will charge the player in a sudden time.



Robot

This type of enemy is immune to bullets. It follows the player very slow and can be destroyed by a claymore



Spiritkarto

It is made in Japan, acts like a trap, if the player touches it, it will push the player to traps or enemies nearby. It can be easily avoided.



Claymore Trap

When you got near them, it triggers an explosion and destroys on both player and enemies. Claymore in this game cannot be destroyed by bullets.



Swan boss

It appears in the final mission. With its massive body, it immunes everything, but moves very slowly and predictably. You can only escape.



System Architecture

Programing Language



- C#

Design character



- Photoshop cc 2018

Game engine



-Unity

Music



- www.soundation.com