

**Loner** – a third person shooter 3D game

**Abstract**

Let's fight against terrorism!!!

A Computer game is a software program in which one or more players make decisions through the control of game objects and resources, in pursuit of a goal.

Computer games can create a more immersive environment by adding wonderful graphics, music and cut-scenes. The music and special effects makes the player more addictive and makes the virtual worked more realistic. 3D games are those in which the player can feel the presence of the game environment in his place because of its realities. 3D stands for 3 dimensional as every object created will be in 3d environment.

Loner is a 3D game which has been created using **A5 game engine**. The programming language of the A5 game engine is C-Script. **C-Script** is a very simplified version of the professional programming language C++ - similar to JavaScript, the language for web pages. The main two tools in A5 game engine are **WED (World Editor)** and **MED (Model Editor)**. By using WED, the game programmer can create the playing environment of game and by MED, the models used in the game can be created or edited. The script files of game are stored in form of .WDL and the models are stored in form of .WDL.

Loner is a 3d game based on anti terrorist. Our hero, **Spawn**, is an action minded detective working under cover for an undisclosed government organization against terrorism. He has been assigned a specific task to exfoliate the terrorist. Now his mission is to prevent the terrorist group hacking the World Bank. The terrorist has taken over a computer facility employing a team of best geeks.

This game has **8 levels** in this mission. The hero has to face the entire terrorist in the corresponding levels to go to next level. Spawn will get health pack, ammo and guns in each level so that he can continue banging the enemies. On killing the terrorist, the health pack will be generated. The health pack can be stored in the inventory and can be used at any part of the game by pressing h. On getting a new gun, the gun will have some specified number of bullets and can reload by pressing r.

This game has fully textured levels with lighting. Lighting is the main factor to be considered while building a game. Lighting can make the game or can even spoil the game. Colored Lights are being put into different levels to get ambience. Texturing is made to give the look and feel to the game. This game is given the low resolution textures and came out well. The levels have been tested again and again to check whether the textures have been applied properly at the max.

**Level 1** is the level in which game starts from the park nearer to the building. The hero lands in park. He has to find his way to the final level against the terrorist attack. He has to eliminate the terrorists in that level to go to next level. As the building is surrounded by police and he should not disclose his identity, the hero finds his way through a tunnel which leads to the back door of the basement of the building.

**Level 2** is the underground level. The hero enters the abandoned tunnel. The hero got to solve the maze of tunnel to reach the basement door of the building.

**Level 3** is the basement of the building. A gift center has been set up in the basement of the building. The hero has to kill the terrorists in this level to get into next level.

**Level 4** is the common level which has connectivity to all the remaining levels. It is the stair case level and has doors to next levels. This level has no specific task. A constraint is built in this level which compels the hero to move up from ground floor to last floor only in that order. However his entry into each level is restricted only once.

**Level 5** is the ground floor housing the office. The hero has to eliminate the terrorists in this level to get into next level.

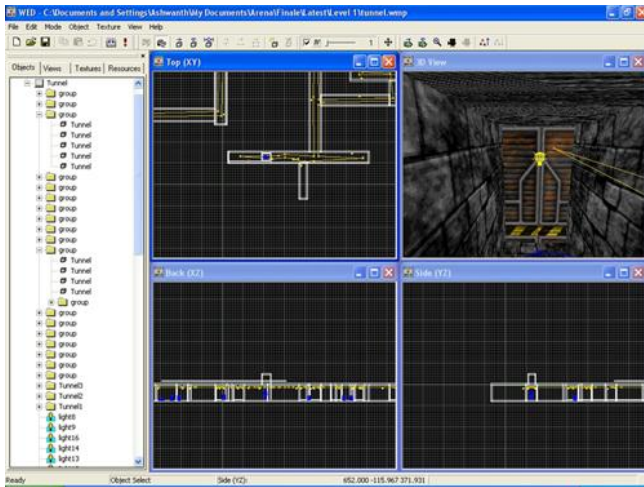
**Level 6** is the first floor with Restaurant and bar. The hero has to kill the terrorist in this level to get into next level.

**Level 7** is the second and third floor, the recreation center; housing a discotheque, bowling, theatre, gambling den. The hero has to exterminate the terrorists in this level to get into next level.

**Level 8** is the final level. The building has its network center where in the senior executives were forced to hack the World Bank by the terrorist leader. Spawn has to find out the cabin of the leader and kill him to stop their mission and save the financial crisis of the world. By the time, the hero enters the floor leader was successful in hacking the system and gave the command to transfer the entire fund from the World Bank to various terrorist organization. The operation can be stopped in a minute's time only. Will Spawn stop the operation or fail in his mission? You be the Spawn and play. Visit <http://loner.rdinagar.com> for more action.

This project received high appreciations from Computer Science Department Panel for its excellent game play, graphics, textures and sound effects and for its uniqueness as a research project in the university. The panel has rated it as the best project in the department.

**Screen Shots: Loner, a third person 3D game**



**A5 Game Studio**



**Menu of the game**



**Street – First Level**



**Tunnel – Second Level**



**Basement – Third Level**



**Lift – Fourth Level**



**Stairs – Fourth Level**



**Office 1 – Fifth Level**



**Office 2 – Fifth Level**



**Restaurant & Bar – Sixth Level**



**Discotheque – Seventh Level**



**Bowling and Gambling Den – Seventh Level**



**Auditorium – Seventh Level**



**Computer Facility - Final Level**