



COMBAT ENFORCER WRATH SURVIVAL



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ABSTRACT

The main objective of Combat Enforcer: Wrath Survival is to eliminate all enemy hostiles in the current location. The player will progress through several missions of different sections of the island until they have cleared it of all enemy threats. The game was made on the Torque 3D engine using their own variation of the C# language. Also, the game is derived from the Emaga 12 game worked in class. Using the techniques learned in class and my own I decided to change most of its aspects and recreate my own action game.

DEVELOPMENT

Using the Torque 3D engine I created each missions with their own unique environment and music background. Also, I recreated and changed most of the aspects that the game had from Emaga 12. With Cinema 4D and After Effects I created the artwork used for the main menu, splash screen and loading screen. As for Sony Vegas Pro 13, it was used to edit the sounds of the game by implementing my own sounds.

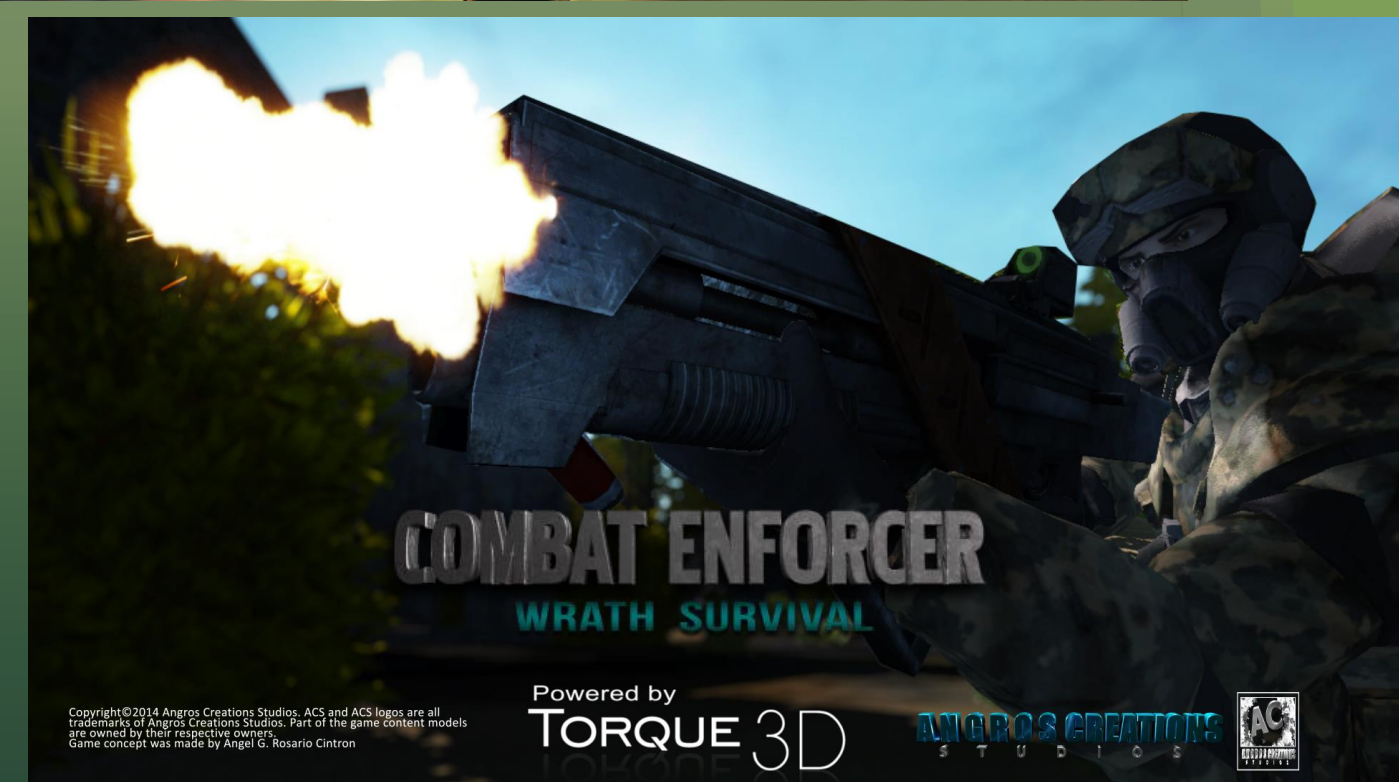
RESOURCES

Torque 3D Game Engine After Effects CS6
Cinema 4D Sony Vegas Pro 13

GAME RESULTS



ARTWORK



MISSIONS



GAME RESULTS



FUTURE WORK

Further development of the game would include more missions, weapons and characters for choosing. Also, fixing all small details and issues on the current missions such as the quality and performance when playing them.

REFERENCES

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