

UNITY GAME DEVELOPMENT: ROCK PAPER SCISSOR

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Computer Science and Engineering

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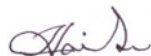


**DAFFODIL INTERNATIONAL UNIVERSITY
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APPROVAL

This Project titled “Unity Game Development: Rock Paper Scissor”, submitted by, **Md. Nazmul Hasan ID: 181-15-10788**, **Tribeni Biswas Alice, ID: 181-15-10547** and **Sadia Afreen Dona, ID: 181-15-11176** to the Department of Computer Science and Engineering, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on January 6, 2022.

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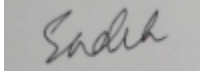
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DECLARATION

We hereby declare that; this project has been done by us under the supervision of **Md. Sadekur Rahman, Assistant Professor, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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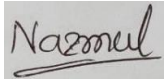
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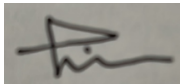
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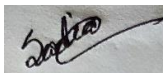
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ABSTRACT

Game development in Unity is the easiest way for making games for anyone as well as it is gaining popularity nowadays. All the frame works are given in unity game engine. Just need some game plan and design skills and programming. So Gaming is also a crucial part for people and kids that in this field they find lots of entertainment during busy time and kids can play games alongside study. There is not a single person who does not like games. In this section we added a games development where anyone can click his android phone and play this as an entertainment.

The main aim of this project is to build a game using Unity Game Engine that will grasp interest for people alongside the country. This will help children to increase guess power as well as they will much freer to study and will not get bore. This is an amazing game that anybody can play and not time consuming but will keep player too busy and more enthusiastic to win.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

People or kids whatever you go for, games are now getting popular day by day for everyone. Besides Unity games are playing a vital role for entertainment and business purposes. Android mobiles are now everybody's hand. Just with simple techniques anybody can play games over a certain period and entertain himself along with friends or play with AI. So, for kids as well as for elders we have developed an enthusiastic game named **Rock Paper Scissor**. And we have tried to use Daffodil International University picture and logo as promotional purpose. So that if any player plays the game we can do marketing our own choice through UI design until the player quit the game. This game will be so interesting due to its unlimited defeat and win, mostly it is easy to play but need more guess power. The more you can guess to choose options correctly the more you can win.

The game includes:

- Hand movement
- Simple touch bars
- Icons given for introducing Rock, Paper, Scissor
- Options for play with friends or with AI.

We hope that this game will be much more challenging to win in unlimited way. From that inspiration we are making this application. The game is not too far to reach, its coming.

1.2 Motivation

The primary inspiration of this game is this is a game of luck not so tough but tough to win. This toughness must gain the interest of players they will get attached to this and trying to play more and more to win.

The challenges will increase until the game over. The choosing options like Rock paper or scissor when and what to choose it will take time but in less time the player will choose randomly and at that time he will want to play again until he wins. The game will be challenging with pairs and

make much more interesting for kids and elders. This game is not so time consuming but can be winner or loser in a short time. This game can be played alongside study or working time and can obtain a short time entertainment on a mobile phone anywhere.

1.3 Objectives

The objectives of our project can be easily understood by the project name titled “Unity Game development: **Rock Paper Scissor**”. Main theme of our project is to organize an entertainment for elders and kids and also marketing using UI design with an android application game development which includes friendly challenges with user friendly interfaces.

1.4 Expected Outcome

We have planned to design the project by using unity platforms as we can choose to make simple and interesting games and people can easily install in his android phones and play.

- Easy to select options and play online.
- User friendly interface.
- No need to login just needs to install the game.
- The system documentation will be in details and perfect.
- The game will be attractive to everyone that installation numbers will increase.
- Require less time to start after installation.
- Reliable gaming concept.

1.5 Project Management and Finance

In 3D high graphics game model we normally need Unity 3D Premium version. And also for management purpose we don't get any fund from anywhere. That's why we are using free version which is under limited uses. And all the other financial expense was from our side.

1.6 Report Layout

In the first chapter of the project report, we have discussed about the overview, motivation of the project. We have discussed about the objective and what are the expected outcomes. Second chapter is discussed about the whole documentation of the game. Third chapter will tell you about

the game app details and its programs. Fourth chapter will show the design of the app. Finally, the fifth chapter discusses about the Summary, Future scope and Conclusion.

CHAPTER 2

BACKGROUND

2.1 Introduction

There are 2.5 billion people play mobile games in their daily life. So, we are getting huge amount of people who are spending a lot of time in games. So, there is a lot of chances to spread news throughout games all over the world. So, we decided to do marketing through games. Here we have huge player in games so that if we do marketing under the games UI it would be more productive. Because we often see that a video will open middle of game. This is so irritating for player. Most of the player uninstall games because the showing adds through video in their games. Player lose interest to playing their games.

so according to us, we don't want to lose player interest while playing the game and we can also generate revenue from the game through showing ads in UI design. So, we have designed a game Rock Paper Scissor and we are trying to show ads using UI of this game.

2.2 Related work

There were another two game development projects over the play store named "Rock Paper Scissor". These games are developed by "Kids game factory" and "play touch" company.



Figure 2.1: Kids game factory

This Rock Paper Scissor game is developed by "kid game factory" company. You can see this UI design of this game which is simple and normal. And they generate their revenue from this game

showing ads to player which is so annoying. Player don't stay connected with these types of game because the ads are showing continuously [1].



Figure 2.2: Play touch game company

You are seeing the game design of Play touch game company games which name is Rock Paper Scissor. In this game we can see that there is also simple design in this game. Like this game, all game companies are earning money showing ads between the games as marketing [2].

2.3 Comparative analysis

The main difference is other game companies are design their game at a simple and normal way but we make a different in our game design. So, some comparative things between other game company and ours given below:

Table 2.1: Comparison or our proposed game with other existing games

Other game development	Our Game development
UI design are normal and simple	We use UI design with productive advertisement
They use video advertisement in their game	We don't use any video in our games. We use UI design for advertisement.

Because of using continuous video ads many player uninstall their games.	There are less possibility to lose player because we don't show any video to irritate players.
If they lose player because of uninstall their game, their revenue will be decrease along with that.	In our game play people will not get interrupt so that there is less possibilities to lose gaming people.
Their revenue will decrease.	Our revenue from game might increase with the popularity of games.
Others are develop game only for earning revenue by themselves.	We will share a little percentage of revenue with player as mobile recharge. So that many people will be interested to play our game.
They can show ads for a certain period	We can show our advertisement as long as player stay and play the game. Because we marketing in UI design. So as long as player stay in game, player will be seeing our product all the time. That is another big different between other game development company and us.

2.4 Challenges

There we will face many challenges. When we making this game, we use Daffodil International University logo and some images in our UI design to showing our advertising policy system through games. In future this kind of challenges we will face

- We need picture of products of a company or create virtual images through graphics designer for advertising purpose.
- Small durational promotion may manage harder because UI design marketing is long term process.
- If a company contact earlier then small durational promotion or marketing also be possible.
- Other gaming developing company might copy our policy so that we should remain secret about our terms and condition.

CHAPTER 3

REQUIREMENT SPECIFICATION

Here, the details of the game design given below:

Game Name: Rock Paper Scissor

Game Genre: Hand game.

Perspective (game view- Isometric) Top view

Game concept:

Rock, paper, scissors is an interesting hand game without perfect information. Whenever one player wins, the other loses. This is a challenging game which involves the power of guess that what the opponents will choose and pick the appropriate object to their opponents. It will be quite hard to pick a sequence of perfectly random choices, so any pattern that a player develops could be learned by the opponent and used to win the game. It is a 2D online multiplayer game which will grasp interest in every pair of players to win.

Game play:

- The game is played with three possible hand signals that represent a rock, paper, and scissors.
- Rock wins against scissors; paper wins against rock; and scissors wins against paper.
- If both players throw the same hand signal, it is considered a tie and play resumes until there is a clear winner.
- The first pair need to win 3 times.
- The next pair then plays against each other in the second round. The winners from the first two rounds then compete against each other to finally determine the ultimate winner.

Mechanism: (tap tap)

- Click Start game will include the first page with a pictures of hand signals with a beautiful picture (The Logo of the game).
- There will be no limit of this game. It will be about how many times you can play.

- Opponent will be the computer (playing with AI) itself or you can choose any of your team or friends around.
- Icons like play game or pause and sound, others like human icons for indicating 2 players will be given.
- For every click sounds will be played.
- Music will be played at the first page before starting game and after declaring winners or losers.
- After clicking start game, the options buttons will appear at the right side and left side like: Play Online or Play with friends. You can choose any which you will prefer.
- Score symbols will be shown at the top sides – left and right for both players.
- If one wins then a cheerful music will be played at a moment, if defeats then a sad sound will be played.
- Emoji of sad and happy will be appear during playing game to indicate how each player is feeling.
- Sounds for touching and movement activities and emoji will be set. If you want to mute sound there will be option for mute sound or music.
- Pause and resume and quit game or cancel option buttons will be given at the top menu of game.
- After finishing every round, Winner and Loser will be declared.
- The game will be recycling that is after losing you can start again.
- Waiting time will be given for both players before starting the game.

Win and Lose: If you lose the first round, switch to the thing that beats the thing your opponent just played. If you win, don't keep playing the same thing, but instead switch to the thing that would beat the thing that you just played.

3.1 Requirement Collection and Analysis

In our game development project technical requirement exist, we have divided all things into two parts.

- Software:
 - a. Game development engine as Unity3D.
 - b. Visual Studio for gaming programming.
 - c. Photoshop and Illustrator for 2D design.

d. Blender, Maya for 3D design.

- Hardware:
 - a. High configured Desktop computer or high configured laptop.

Another important thing for game development is need a good story and build a structure for the game. These things are really needed as requirement of game model.

- Use Case Model.
- Use Case Model Description.

Unity 3D Game Engine

Unity 3D is the most popular game engine all over the world. This game engine is best for the mobile game development. And it is totally free software. It has a premium version but using free version is almost every work and project can be done easily. This game engine support java script, C sharp, C++ as scripting language. Unity 3D game engine has thousands of tools and plugin which is totally free. And for android game development this is the most reliable software.

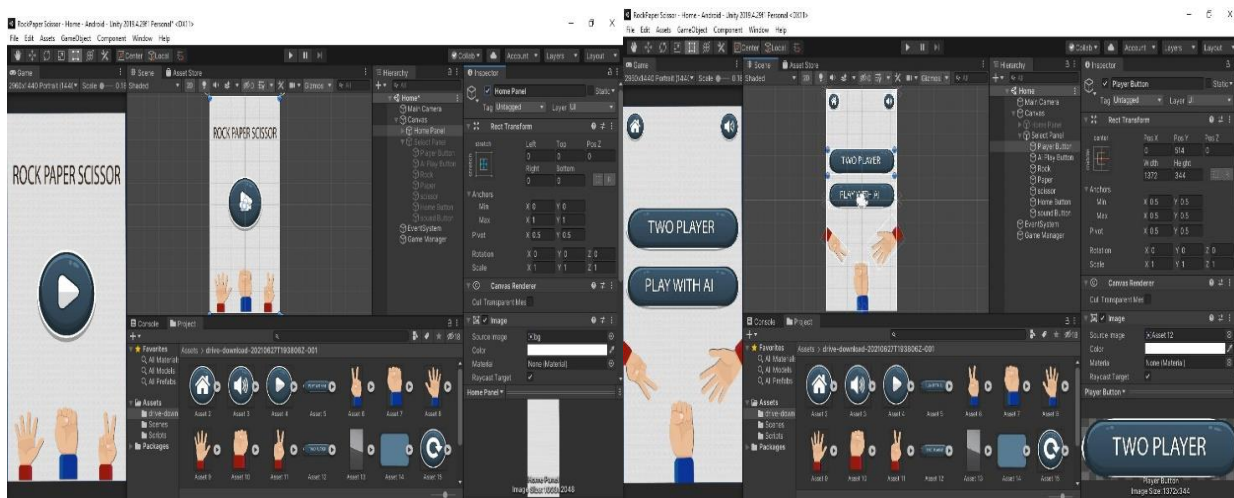


Figure 3.1: Project view in Unity

This is the unity 3D game engine interface. Our game scene can be seen in this unity game engine.

Visual Studio

Visual studio is most popular (IDE) for develop computer program. We will use visual studio for scripting our gaming project. Here we will use C sharp as programming language in visual studio.

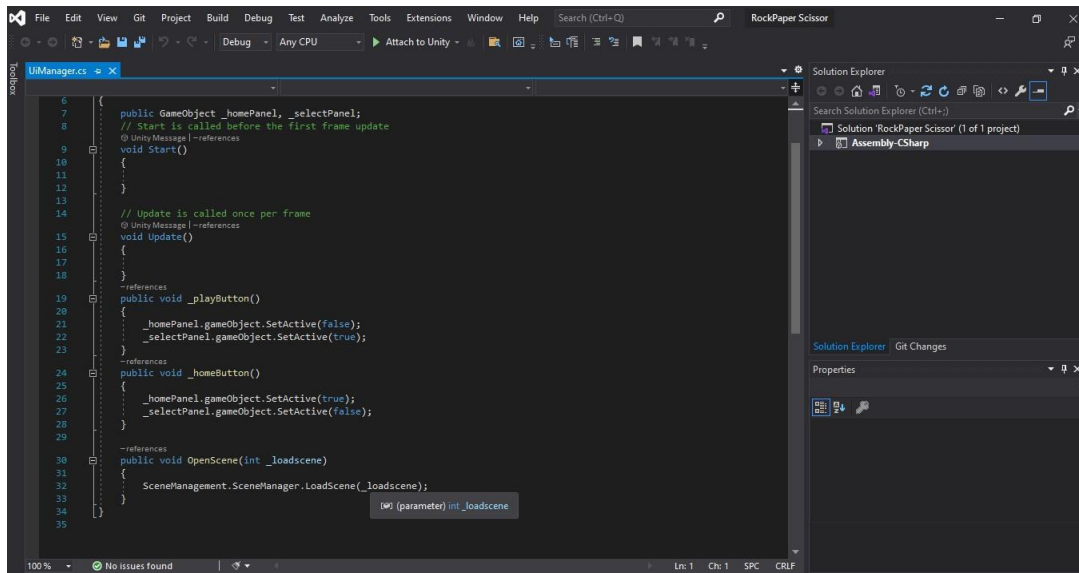


Figure 3.2: C# visual studio

3.2 Use Case Model

A use case model is the graphical description of the system to solve in different way. Using this model, we can easily get an idea over the project of game development. This is such an organize process and meaningful work.

3.3 Use case model description

Here we will describe cases from the use case of this model:

1) Home screen

Use case: Home screen

Actor: Player

Condition: none.

Primary path:

- i. Start game play

2) Play Game

Use case: Play Game

Actor: player

Condition: none

Primary path:

- i. Play with AI
- ii. Play Two Player
- iii. Click ok.

3) In game

Use case: In game

Actor: Player

condition: none

Primary path:

- i. Give play rock, paper, scissor
- ii. Wait for result
- iii. Show the result
- iv. Restart or home

4) **Restart**

Use case: Restart

Actor: Player

condition: none

Primary path:

- i. Select restart.
- ii. Select home panel.
- iii. Click ok

5) **Exit**

Use case: Exit

Actor: Player

condition: none

Primary path:

- i. View go back
- ii. Select exit button
- iii. Click ok

we must able to develop the rock paper scissor unity game by implementing our project properly.

We can also reduce any kind of occurrences which are harmful for our project development.

3.4 Design requirements

Tools used for the game:

- Adobe Photoshop
- Adobe illustrator

3.5 System flowchart

The following system flow chart shows the overall logical flows of our game which was adopted from [3].

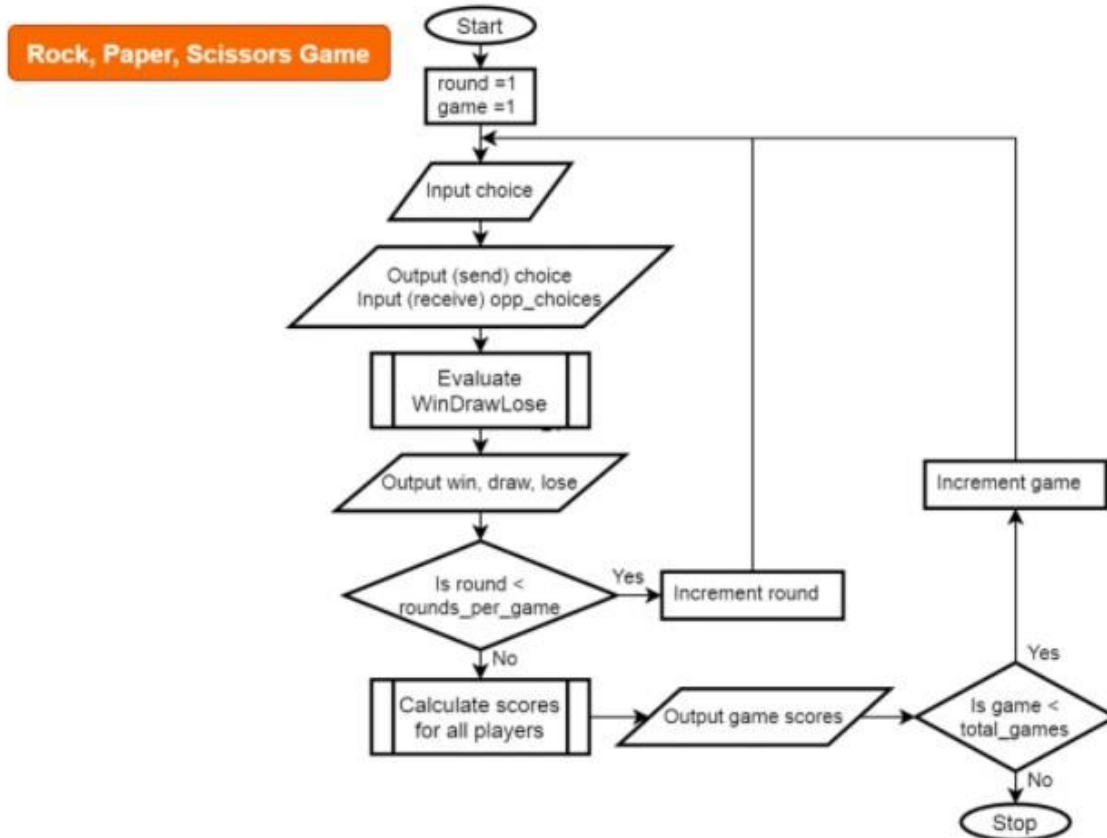


Figure 3.3: use case model of player.

CHAPTER 4

DESIGN SPECIFICATION

In these chapter, we will discuss about the whole design of the game after animating the characters and assets in unity. The overall design of this game and interfaces is done under Unity Game Engine.

Every developer tries to do a good job by a good project and a good project depends a lot on its look. It does not mean that you need to do something too gorgeous but in a simple way a fulfillment of a project can be possible. So, we try to do a very user-friendly design in a simplest way for this game “Rock Paper Scissor” project.

4.1 Font-end Design:

Game Properties demo:

ROCK PAPER SCISSOR

Figure 4.1: This is the title of the game

This is an image which we design as text document. We use this text as a title in our game play. When a player entered in game then he/she will see this text as a game title.



Figure 4.2: home page button icon

This is our home button of our game project. We use this as a button in our game play. If player tap this button, then player will go to the first page of the game then player will start the game from the beginning.



Figure 4.3: Sound button icon

This is our sound button in our game project. We use this as a button represent of sound button. By clicking this button player can mute the game music in game play. And double tab will again start the music in game play.



Figure 4.4: Resume button icon

This is the resume button in our game project. This button is placed in the first page of our game play. By clicking this button player can enter the game play and can chose whether player want to play with computer or another person.



Figure 4.5: Option for play with AI

This is one of the game play buttons in our game project. This button is represent as player want to play game with computer. AI means artificial intelligence. By clicking this button player will enter the game scene.

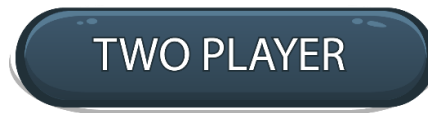


Figure 4.6: Option for two players

This is another game play button in our game project. This button is represented as player want to play game with another player. By clicking this button player will be transfer in a scene where player can connect to another player via server.



Figure 4.7: Restart Button

This is the restart button of our game play. By clicking this button player will get another round or chance to play. If player is playing with another player, then this button will create a new game between the two players.



Figure 4.8: Game option screen

This is the result screen of our game play. When player play this game at the end, we have to show who is win and who is lose. So, showing this result we are using this screen.

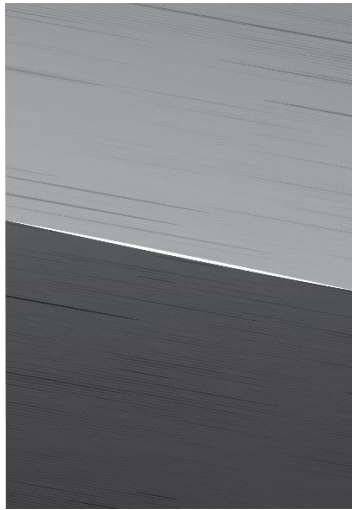


Figure 4.9: Game screen after starting

This is the game scene in our game play. When player started playing game then this scene will be showing between two players. This scene will divide two player area.

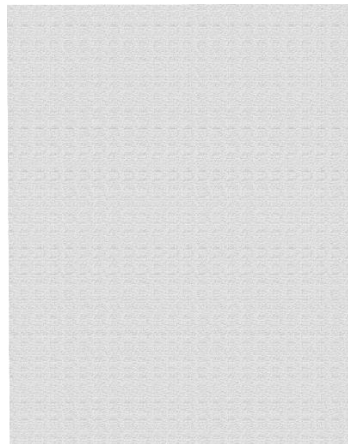


Figure 4.10: Background screen for game

This is the background screen in our game play. When we paste “.PNG” format image or picture then that might not show because of no screen. So that’s why background screen we have used.

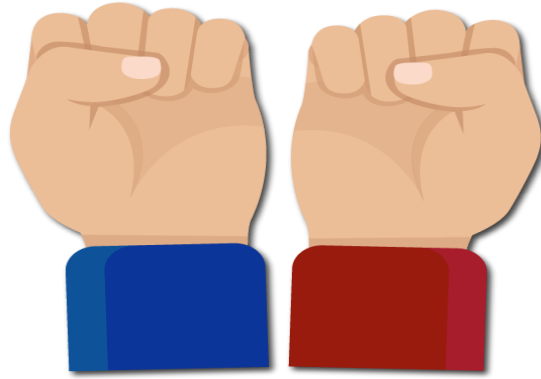


Figure 4.11: Icons for Rock

This hand is representing the rock in our game play. One color is for player and another is for computer play or another player. So, this hand play is defined as rock in game.

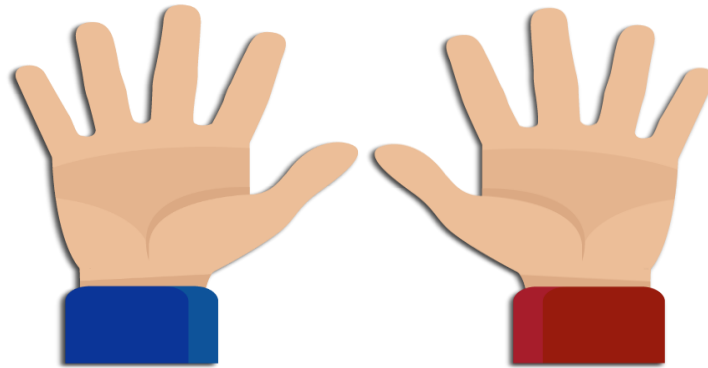


Figure 4.12: Icons for Paper

This hand is represented as paper in our game play. One color is for player and another is for computer play or another player. So, this hand play is defined as paper in game.

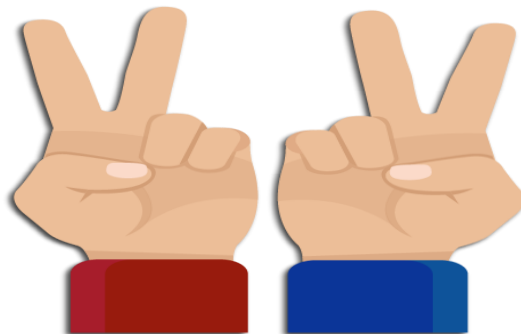


Figure 4.13: Icons for Scissor

This hand is represented as scissor in our game play. One color is for player and another is for computer play or another player. So, this hand play is defined as scissor in game.

Now the character assets:



Figure 4.14: Female character for the game

This is the avatar of our game play. Player can choose what kind of avatar player want to choose. So this one is the girl avatar in our game play.



Figure 4.15: Male character for the game

This is another avatar of our game play. Player can choose what kind of avatar player want to choose. So, this one is male avatar in our game play.

These are the assets made by graphics designer for the game.

4.2 Implementation Requirements

Software requirements

- Unity Hub
- Unity 3D
- Visual studio 17.0

Hardware Requirements:

- OS: Windows 8/ Windows 10/ Mac
- Hard disk: 500GB
- RAM: 8GB
- Graphics card: 4GB

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of game panel

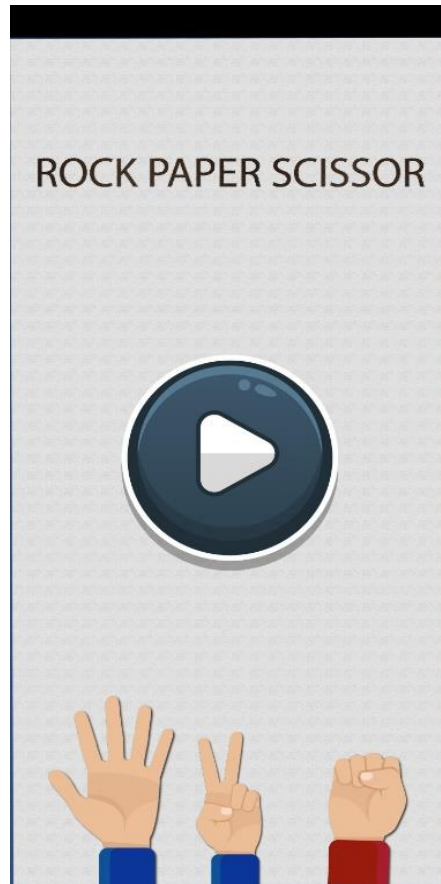


Figure 5.1: Home page

This is the home screen in our game play. When a player installs the game and open it then player can reach this page. And by clicking the start button player can go to the next screen in our game play.



Figure 5.2: Page for two player or Play with AI after starting

This is the second screen in our game play. When player click start button of the game then player will see this screen. In this screen we can see that there are two buttons. One is two player and another is play with AI. With this two-button player can select the game mode, if player want to play with computer or another player.

5.2 Implementation of different game scenes



Figure 5.3: Picture shot during playing game

This is the picture during game playing mode. On this lower side player can select anyone. Like rock or paper or scissor. Then computer will give play according to programming. If player play with another player, then player has to wait 1 second. Then another player play will be shown.

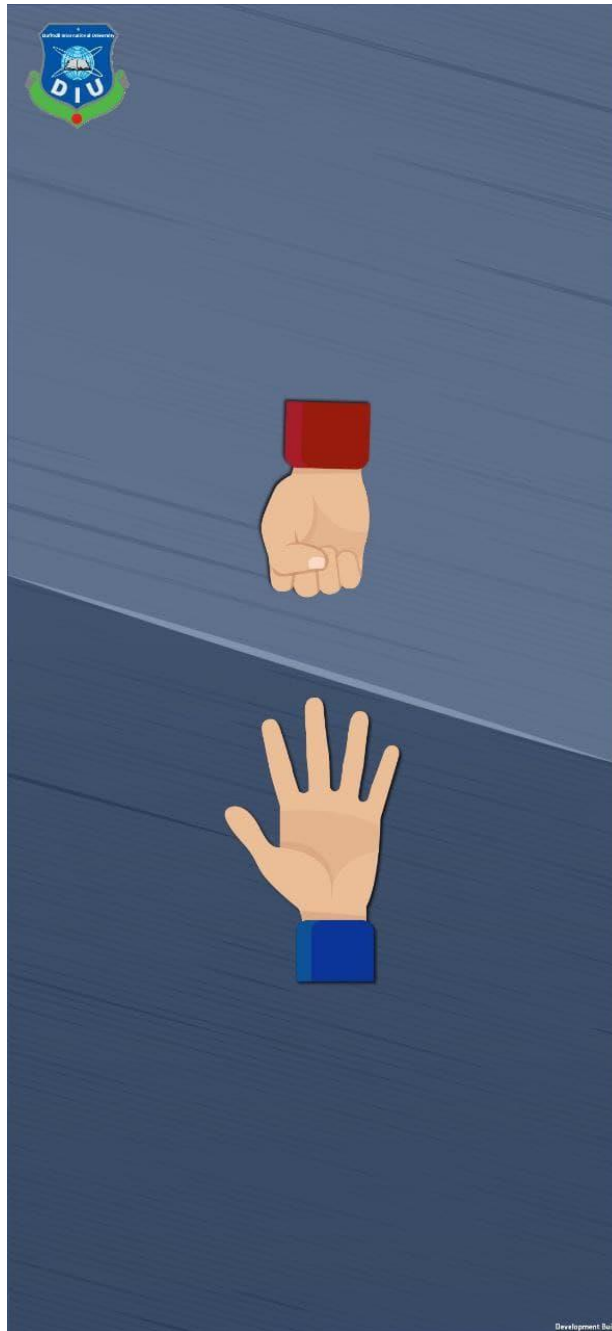


Figure 5.4: Player give paper and Ai give Rock

This screen is showing two player is giving their play. Here we see that player give his play as paper and on the other side give his play as rock.

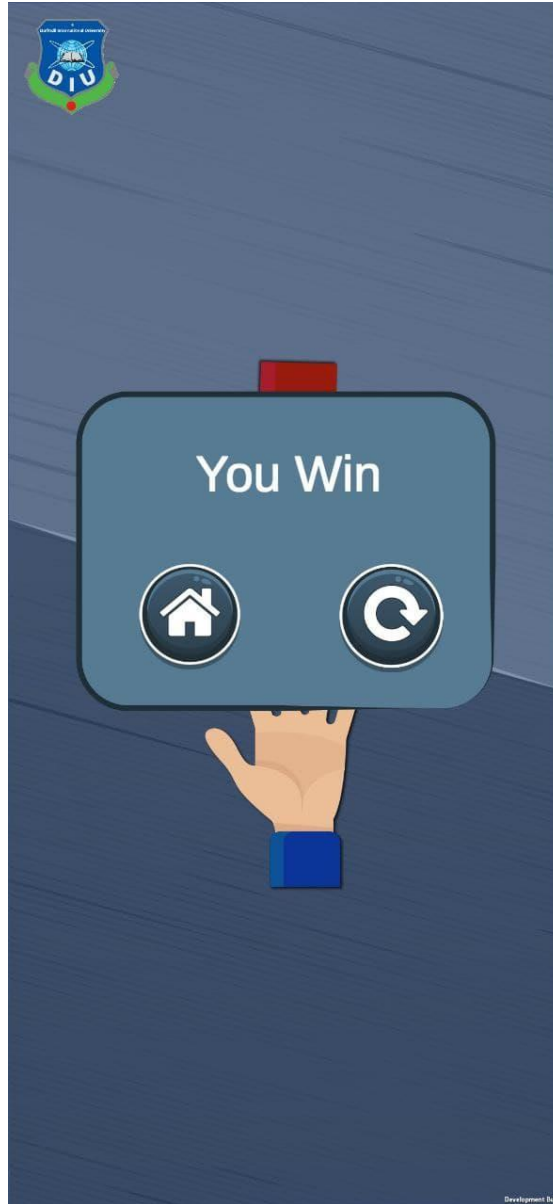


Figure 5.5: Game showing that player Win

So according to rule paper will cover the rock. So, player give paper play and other player give wrong play. So, player will win. So, in the final screen there is showing that you win.

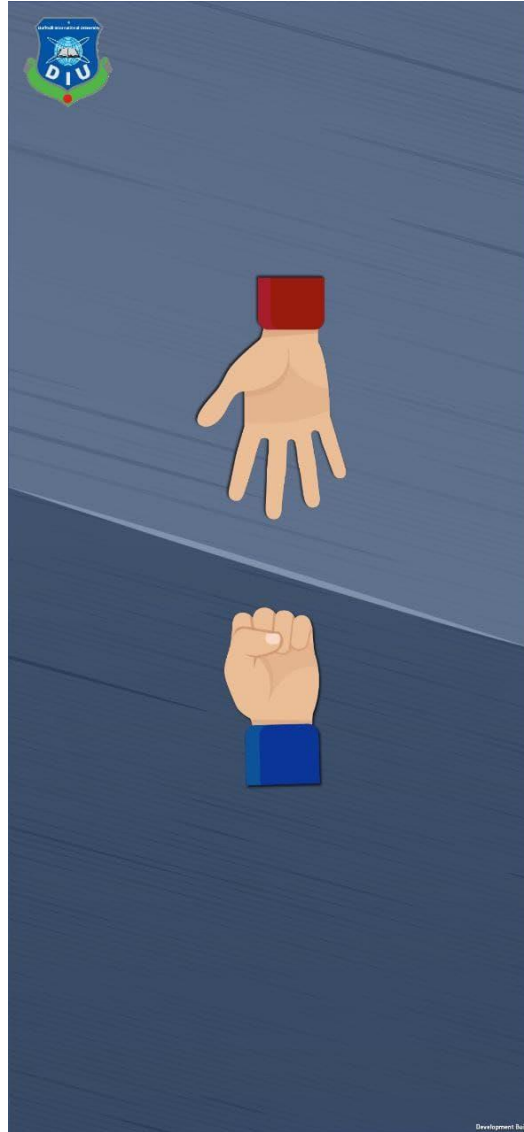


Figure 5.6: Player give rock and Ai give paper

This screen is showing two player is giving their play. Here we see that player give his play as rock and on the other side give his play as paper.

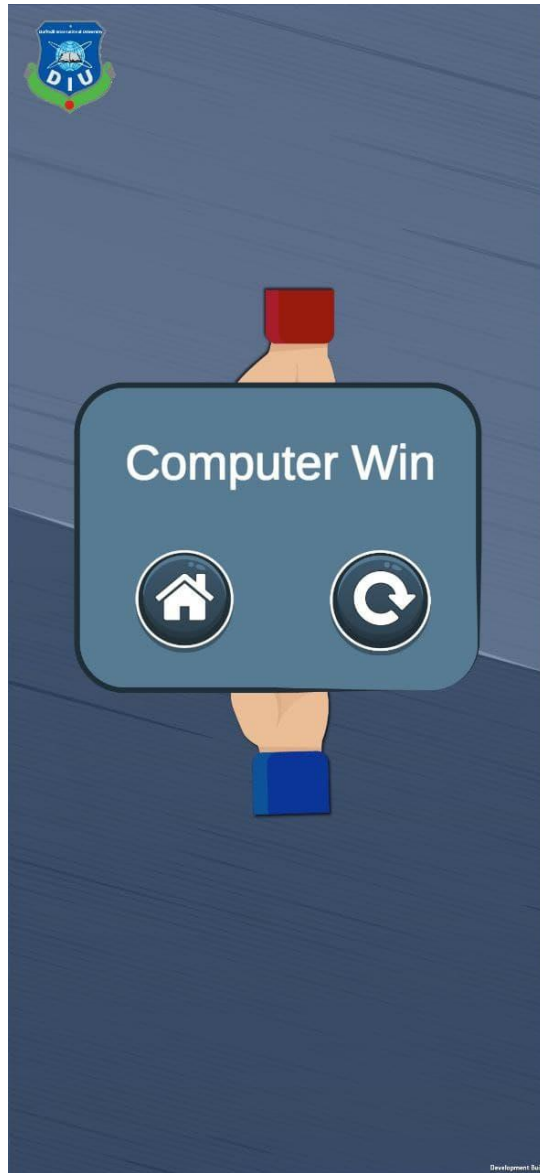


Figure 5.7: Game showing Computer win

So according to rule paper will cover the rock. So, computer give rock play and player give wrong play. So, computer will win. So, in the final screen there is showing that computer win.

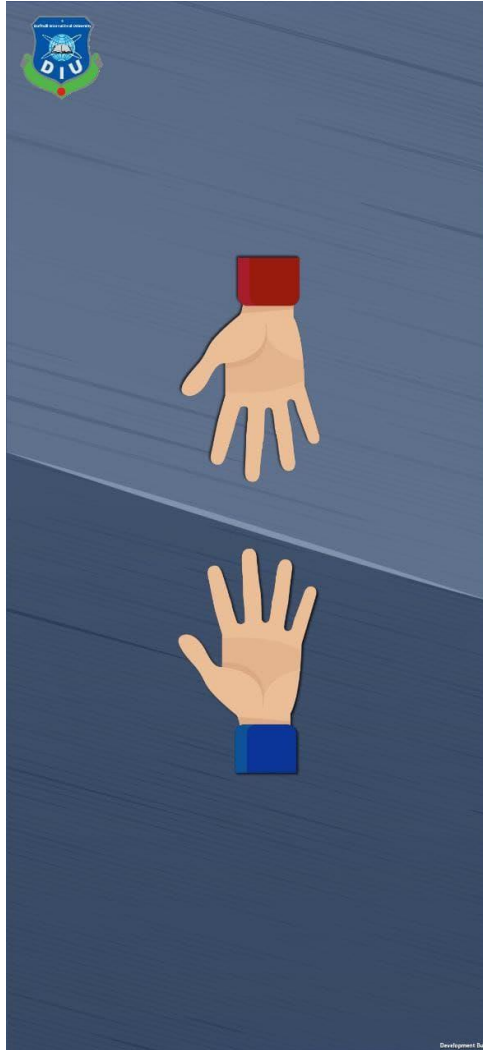


Figure 5.8: player and Ai showing same thing

This screen is showing two player is giving their play. Here we see that player give his play as paper and on the other side computer give his play as paper. Both give the same play.

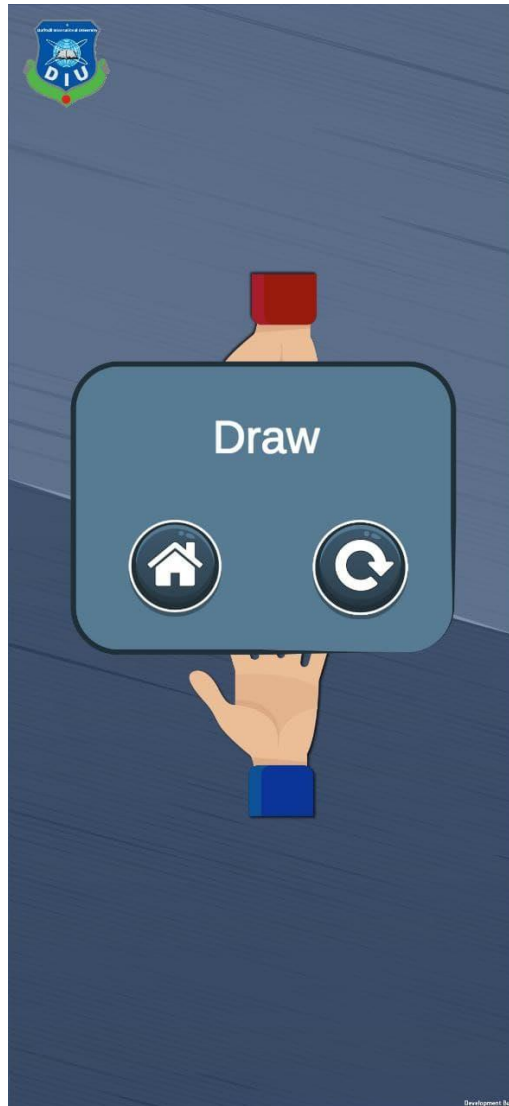


Figure 5.9: Game showing Draw.

According to rules if both give the same play then game result will be draw. As we are seeing in the screen that game is draw.

These pictures are describing the starting of the game up to the game play time. The options which you want to choose by your preference is given. Without any hamper the game can easily be started within a few moments.

5.3 Implementation of Marketing in Game Panel:



Figure 5.10: Home page

In this picture we have use Daffodil International University in our home screen of our game play. With this thing we are trying to promote our daffodil university.

5.4 Implementation of Marketing in Game Scene:



Figure 5.11: Using DIU Logo

In this picture we have use Daffodil International University logo in our game screen of our game play. With this thing we are trying to promote our daffodil university. A player will see the daffodil logo until he left the game.

CHAPTER 6

IMPACT ON SOCIETY, ENVIRONMENT AND SUSTAINABILITY

6.1 Impact on Society

In our society game play seems like time waste things. Because people are addicted in game badly now a days. Some people play for fun. So noticing this things our games will be entertaining and also in our game development model people can earn money by playing our game. So time will not be wasted at some point when they can earn money by playing our game. And also in future brain games will be added which will help player to think critically. This will enlarge their brain knowledge.

6.2 Impact on Environment

Playing game isn't very harmful for our environment at all. Our game model is actually created for android mobile user so that we can reached maximum number of people. Our all game will be simple and entertaining. So anxiety could not be found at all. We think games are only for past time and entertaining purpose. And in their past time we could entertain our gaming audience and also make them profitable with giving money for playing our game then they will play our game eagerly. On their entertaining period we are giving money as award in game. So that will be more fun for game players. And all the mobile game can be played staying in house. So it's suitable for our environment.

6.3 Ethical Aspects

People always play games in their past time for fun or entertainment purpose only. But there is no benefit for game play. It seems totally time waste. Game company earning money by showing ads to players. But there is no benefit for game player. But in our game play model, we are sharing a percentage of our revenue with consumers. So now people can play our games on their past time and also they got benefits by earning money. Because in our game play model player can collect coin and with this coin player can earn money. Firstly we are giving mobile recharge. In future we will add other feature where player can withdraw money also. So people past time are converted into money if they play our game.

6.4 Sustainability Plan

Firstly we need some investor. Because we will give earning source to people who play our games. So firstly we could not get that high paid advertisement company. So that we need to gather our audience. And if it does then we are hoping that big company will show their interest to invest on us. So after that we think that we can go fluently in our marketing strategy. After that our sustainability will remain stronger.

CHAPTER 7

CONCLUSION AND FUTURE SCOPE

7.1 Discussion

“Rock Paper Scissor” is a good and interesting game with a user-friendly interface made by unity game development engine. The outcome of this project is to gain attention of the players and number of installations will increase consequently. The challenges will keep taken by the pairs of players all rounds with small touch of hands.

Behavioral Feasibility

- Anyone can access this with any android mobile.
- User can choose any option so smoothly and not so time consuming in loading contents.

Economic Feasibility

- Developer can submit or publish the app to the Google play store and can earn from it.
- Trial period is totally free and it can be premium one.

7.2 Conclusion

Games Development is not a bad choice for future. Rather it is becoming easier day by day. So many platforms are made to make games easily. Unity game engine is just an awesome software where you can work animations so in your own way. It isn't said that others are bad for you. But gaming is just an interesting and full of creativity exist in it. You just need to think and create it in your own way. That can be significantly good to see things moving with scenarios. Most importantly, games are preferred by graphics quality, gaming time for players and no. of players supported. Technology is everywhere and it is invented every hour. So it is mandatory to make something creative in a special way.

7.3 Scope for Further Developments

We will continue to develop this game in future. We will keep on update of this game by adding further more options to make it even better. In future there could be change and progress in technology that everybody will be depended on playing games. Update version will be very profitable in market. And this game is very interesting for kids, so new version of this game can be much more enjoyable.

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