

Troop Rangers

Aditya Rana¹, Mridul Sharma², Parth Sikka³, Ravi Kumar⁴

^{1,2,3,4} CSE Dept., HMR Institute of Technology and Management, Delhi - 110036, India.

Abstract - Studies have discovered a link between playing first-person shooter video games and having a higher level of mental flexibility. People that play such games have a substantially shorter reaction time when switching between difficult activities, owing to the fact that they must quickly react to fast moving graphics by establishing a more responsive mind set and shifting back and forth between distinct sub-tasks. The finest experience to play the game will come from a successful design of the FPS game with accurate direction, attractive graphics, and models. A first- person shooter game, usually known as an FPS game, is a 3D video game genre that has become popular in recent years. In the game industry, it's quite popular. Combat and an action-oriented storyline are the core design elements of these games. Because the player must play from the perspective of the protagonist, this game falls under the role player category as well.

Key Words: responsive, fps, flexibility, finest,, tangible,HMD

1.INTRODUCTION

Gaming's goal is to produce a video game that demands players to learn the abilities required to operate a variety of weaponry that are commonly employed in combat and rescue and law enforcement operations. According to a study, first-person shooter games are addictive. Increase the player's brain's learning ability, allowing him or her to make better judgments, which will ultimately assist him or her in dealing with challenging situations. Gaming also improves a player's reflexes, vision, and creativity. We are creating a first-person shooter game in this project. it is a video game genre centred around gun and other weapon-based combat in a first-person Perspective; that is, the player experiences the action through the eyes of the protagonist. The player in a first-person shooter (FPS) sees the action through the eyes of the protagonist. The genre has a lot in common with other shooter games, which is why it's classified as an action game. Advanced 3D and pseudo-3D graphics have been a challenge to technology development since the genre's debut, and multiplayer gaming has played an important role. A first-person shooter is a three-dimensional shooter game in which the player observes the action through the eyes of the player character. They are unlike third person shooters in which the player can see (usually from behind) the character they are controlling. The primary design element is combat, mainly involving firearms. First-person shooters are also distinguished from light gun shooters, a comparable genre with a first-person standpoint and light gun attachments, as opposed to first-person shooters that employ standard devices for movement.

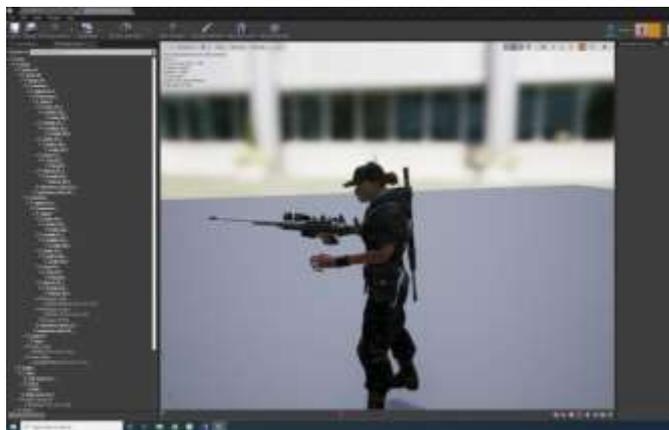


Fig-1:Screenshot of the Game Character



Fig-2:Screenshot of the Gameplay



Fig-3:Screenshot of the Guns

2. RELATED WORK

A very tangible FPS user interface was provided by CAVE Quacke[2]. The CAVE is a "cube" of 10x10x10 feet that includes 3 walls of the floor with images. The player is in the centre of the player and the CAVE makes the virtual world in front of the player, left, right and down. The gun is targeted by

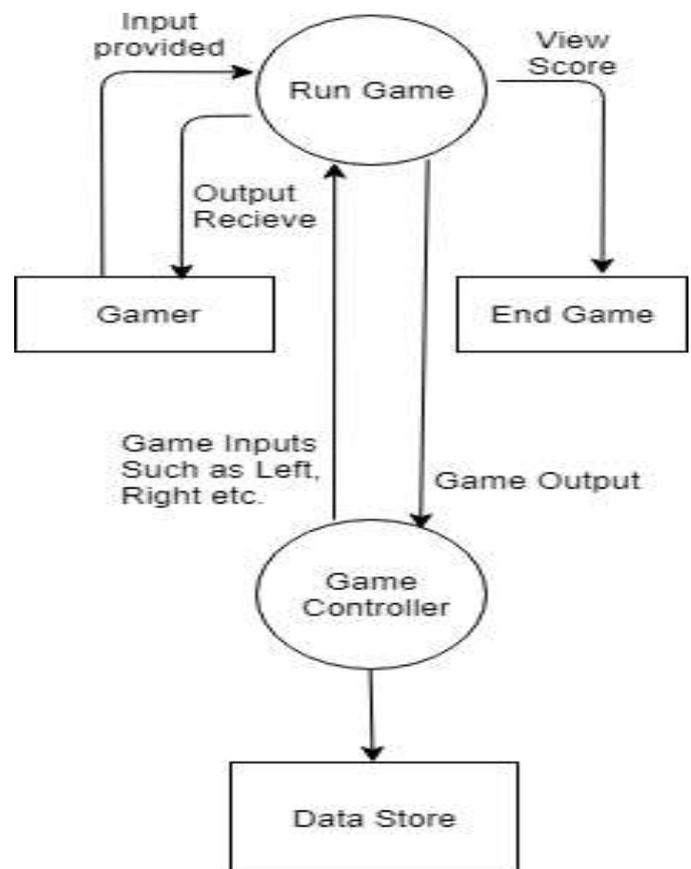
the player as it is in the real world. The player usually moves around the virtual world with a joystick. CaveUT[3] is similar to that of a CAVE Quake, which requires millions of dollar equipment and is built using low cost hardware (around US\$25,000). The way virtual world is presented differs in our system. We attach a tracking device rather than using projection on walls. To the HMD so that when the user moves, he receives updated views of the first individual. [4] ARQuake is a mixed- reality FPS single-player. The ARQuake player has the freedom to move worldwide, however, the gun target is restricted to the centre of the view of the Head Mounted Display (HMD), i.e. the target is by the head of the player rather than the player's hand. This is unintuitive and it's hard to use the head accurately while avoiding adversaries. The game was initially conceived as an interaction with other human players, so there are no interactions. Although multiple players can be supported by this game, the tracking systems used (GPS and markings) are intended for outdoor use. ARQuake therefore may have problems with accuracy in determining if a bullet shot from one of the players hit another player. Human Pacman [5] is another example of an external game of enhanced reality. However, because GPS is also used for tracking, the problem is the same as ARQuake. Our system (InterSense IS900) is an indoor system that is much better suited for FPS games. Touch-Space is a mixed indoor game situated in a space with a high precision ultrasound tracking system from InterSense similar to ours. It consists of three stages: physical land exploration, virtual land exploitation and exploration of virtual castles. The steps from increased reality to virtual reality are varied. Our system varies with touch-space, for example, by gathering armour by moving close to virtual armour boxes or jumping to avoid bullets. We're also implementing a popular FPS game, involving intense competition among users and working together in Touch-Space. ChairIO proposed by Beckhaus et al. [1] and a Game Gun as new control devices for FPS games. The ChairIO is basically a chair that tilts. The tilt is used to manage the virtual character movement in the game (forward, back ward, left, and right). The President also supports jumping (by bouncing from the chair). The user is restricted to sitting on the chair, so there are very limited physical movements. With the use of wireless trackers our system offers free body motion. Users can move around the room freely and even jump to prevent bullets.

3. LITERATURE SURVEY

The FPS is one of the largest and most rapidly expanding genres of video games and the most attractive in terms of revenue for publishers. FPS games enable players to move and interact and fight in a virtual environment in real time. Our objective is to provide a background to the current shared networking architecture and draw a general process taken from the field research to measure and to model game traffic. This shows relatively good features of data sets analysed in research and validates various traffic models derived from these datasets, sometimes contradictory and game session. In order to provide insight into future roads, we do this in a way that represents game traffic in terms of development in the design of motor games. Let us start with a summary of the characteristics of the game engine, parameters of interest, and network protocols. First-person shooter (FPS) places players in a game character position and requires players to navigate

3D space and shoot enemies to complete game goals. While in the 20 years since the form coalesced, FPS has developed and adopted numerous gameplay and narratives, competitive online gameplaying is a pillar of the genre. FPS games are controversial to the general public due to their violent but popular representations in game cultures and a major pillar of the game industry. While this entry is informed by a lot of historical, formal and interpretive studies, social scientific research is only beginning to move beyond the question of violence and to examine prosocial effects and applications of FPS games. Evidence has shown that violent video games increase adolescent aggression. The increased popularity of first-person shooter violent video games creates a need to explore the effects.

4. FLOW OF SYSTEM



5. CONCLUSION

We have built an immersive system for FPS games using an ultrasonic tracking system. The system encourages tangible and physical interactions between players, especially in a tense competitive situation. It allows users to move about and look around freely while aiming at targets using a gun-like handheld device. We use a novel way to present the user's view and the gun's view separately

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