

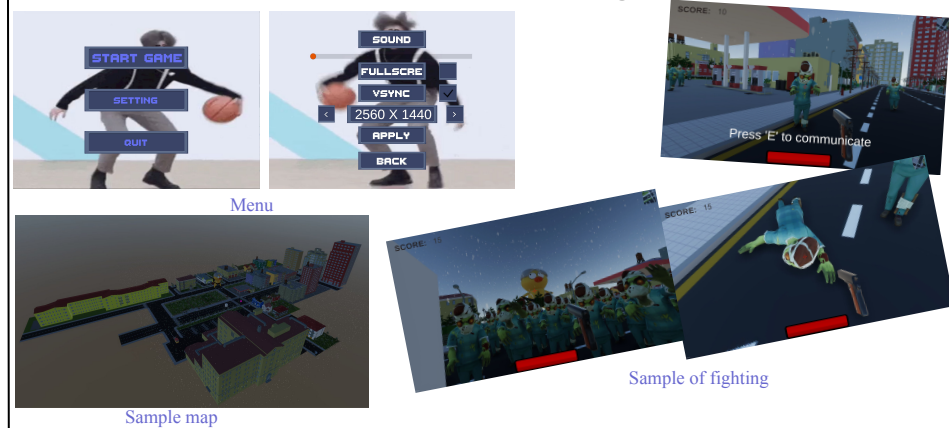


I-kun (Team No.10)

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Description & Purpose

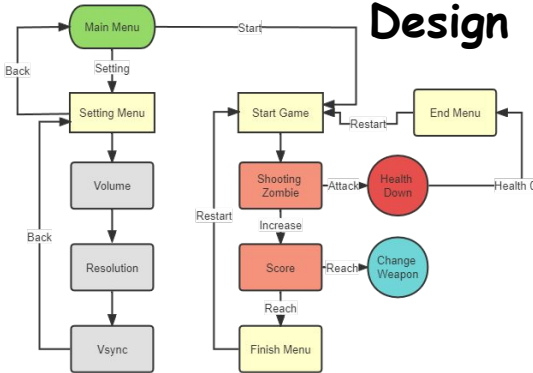
- Description:** I-kun is a first person shooting game developed using Unity engine, where players can move their character in different directions.
- Reason:** The game is developed by a group of friends who share an interest in playing FPS games and wanted to create their own game as a symbol of their friendship and college life.
- Purpose:** The primary purpose of I-kun is to provide players with an enjoyable and entertaining gaming experience, as a means of relaxation and recreation in today's fast-paced and stressful environment.
- Result:** The end result of the project is a complete game that offers a range of weapons for players to fight against zombies using portals. The game offers the option to restart or continue playing by clearing each level.



Sample map

Sample of fighting

Design



- Our game is made by C# language and Unity engine.
- Blender used for creating animations, models and visual effects.

Ethical & Intellectual Property Issues

Intellectual issues:

Discrimination: I-kun aims to ensure that its content is respectful towards all players, irrespective of their gender, race, sexual orientation, or any other characteristic.

Copyright: The game developers of I-kun have taken into consideration the importance of copyright laws and have ensured that they do not use any copyrighted material without obtaining proper permission.

Ethical Issues

Violence: I-kun developers have taken into account the impact of violent content on players, particularly children, and have made sure to provide an appropriate description of violence in the game. They aim to maintain a balance between providing a thrilling gaming experience and ensuring that the content is not excessively violent or disturbing.

Licensing: Should require a license to use third-party content in their games. Includes music, artwork and models.