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2ⁿᵈ International Conference on
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Deadwoods

Kenneth Handy
St. Mary's University, USA

Deadwoods is a 3D FPS (first-person shooter) and survival horror game, with past and present classics such as Doom and Left 4 Dead as its primary sources of inspiration. It takes place in a small town left in ruins from a zombie outbreak and the eerie woodlands that surround it. The player's mission is to battle through hordes of zombies as he/she looks for enough fuel sources to fill up a jerrycan, which he/she must carry to an escape vehicle in order to survive and ultimately win the game. Deadwoods is a graphics-intensive application built with Unity Technologies' game engine and IDE (integrated development environment). The creation and/or modification of its 2D assets were done with GIMP (GNU image manipulation program) and Unity's UI (user interface) system, and include resources such as: Images for UI backgrounds, sprites for HUD (heads-up display) crosshairs and icons as well as UI buttons and cursors, and textures for 3D objects. The creation and/or modification of its 3D assets were done with Blender and Unity's animation, scene, and terrain systems, and include resources such as: buildings, rocks, trees, vehicles, weapons, and zombies.

Biography

Kenneth Handy is a computer science graduate of St. Mary's University. A former mathematics tutor at Northwest Vista College, he is currently a scientific programmer for Engility Corporation and develops laser safety models and simulations at Fort Sam Houston. He dabbles in computer multimedia, video game development, and web development in his free time.

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