

STUDY AND IMPLEMENT THE COMBINATION OF 2D AND 3D MULTIMEDIA ELEMENTS IN A MULTIPLAYER SPACE SHOOTING GAME

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ABSTRACT

This project will be created by using several multimedia applications. For example, Macromedia Director 8.5 and Sound Forge. Basically the purpose of creating this project is to entertain and to make people feel relaxing and comfortable while playing this game. In this project, programming languages are also used to create netter attraction between human and the computer. The programming language used is Lingo. This project will be created in a multiplayer mode and the background music will be entertaining and suit to the environment of the game. 3D and 2D graphics and models will be included to gain more realistic look of the environment. The score of the game will also be displayed to gain the high score.