

INTRO/ABSTRACT

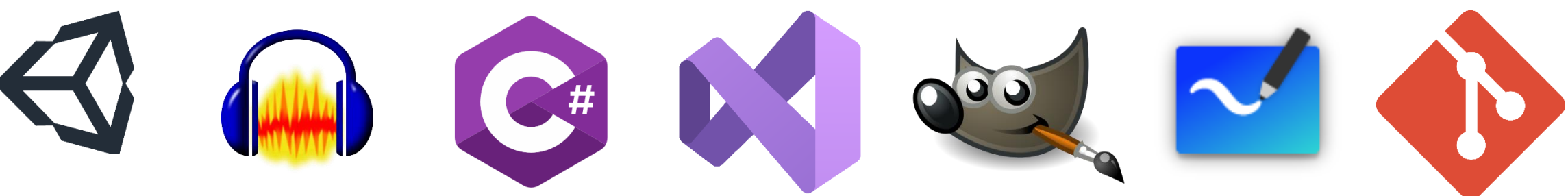
SWAP is an FPS game that blends tactical thinking with quick reflexes and player expression. Your dog Chomper has been kidnapped by the Big Dogs Mafia, and you must infiltrate their undercover locations to bring Chomper back home safe and sound.

Along the way, the player will be asked to think on the fly, grabbing anything they can get their hands on to use as a weapon. From pistols and shotguns to forks, screwdrivers and keyboards, everything that the player can pick up is a deadly weapon.

METHODS

SWAP was created using several free tools:

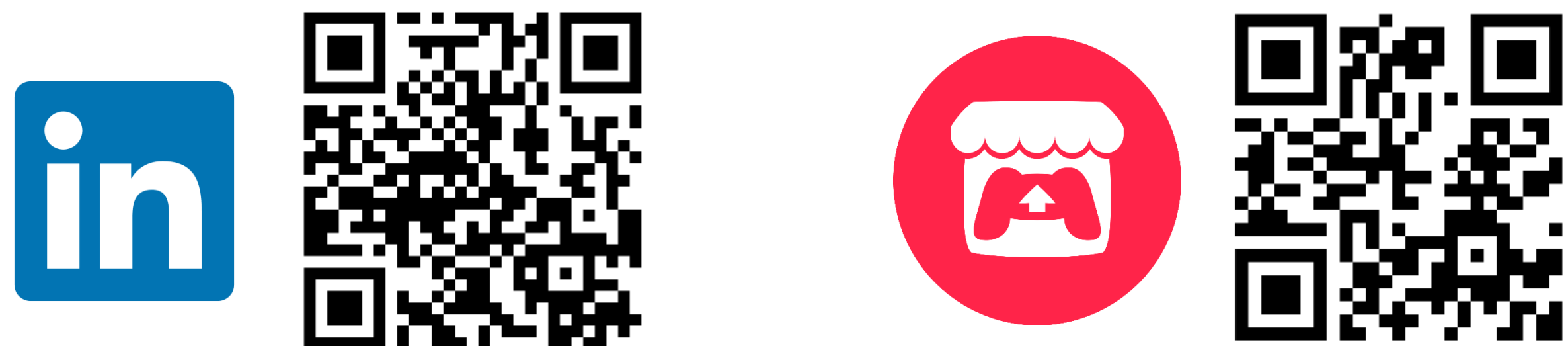
- Game Engine: Unity 2022.3.42f1
- Scripting: C#, Visual Studio 2022
- 3D Assets: Unity Asset Store, Sketchfab
- 2D Assets: GIMP2.0
- Sound: Freesound.org, Audacity
- Version Control: Git, Github Desktop
- Prototyping: Microsoft Whiteboard, Draw.io
- Publishing: itch.io



RESULTS

SWAP fully immerses players with robust mechanics, a thorough tutorial, and a full level, with user feedback showing that players enjoy the creative combat and well-designed levels.

Future iterations of the project may contain content such as more levels, more weapons, and more story based cutscenes.



In SWAP, you must outwit and outgun the Big Dogs Mafia to rescue your dog Chomper, using anything at hand as lethal weapons.



Figure 2: The final test of the tutorial level, combat with 3 mafia guards



Play the SWAP Demo here!



Figure 1: Chomper at the dog park



Figure 3: The player using a coffee cup as a weapon