

FIRST-PERSON SHOOTER GAMING SIMULATOR

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ABSTRACT

In this paperwork, I have developed a device that worked with first-person shooter (FPS) game for personal computer (PC) platform. The idea of this project is to change the way of playing the FPS game from using the conventional method; mouse and keyboard to the real weapon model. This project uses the Arduino Due as the microcontroller and the accelerometer ADXL 335 as the main subject besides joystick and push button as parts of the components.

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CHAPTER 1

INTRODUCTION

1.1 BACKGROUND OF STUDY

First-person shooter (FPS) is a video game genre centered on weapon and projectile weapon-based combat through a first-person perspective with shooting as the main action of the game [1]. Counter Strike: Condition Zero, Call Of Duty, Battlefield are the examples of FPS games [2]. For PC platform, this type of game usually played by using mouse and keyboard. The mouse usually uses to aim and shoot the target meanwhile the keyboard use to control the movement, change weapons, and other actions. Figure 1.1 shows the gameplay of Counter Strike: Condition Zero.



Figure 1.1