K.R. MANGALAM UNIVERSITY

School of Engineering and Technology (SOET)

MINI PROJECT REPORT
Project Title:

IKAROS -The saviour of seven land

Course Code: ENSI152
Subject: Minor Project

Team Members:

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Faculty Mentor:

Rupesh Kumar Tipu

Academic Year: 2024–2025

Project Report: Ikaros – The Saviour of Seven Lands

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1. Project Title:
Ikaros – The Saviour of Seven Lands

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2. Problem Statement:
Modern video games prioritize entertainment and action, often neglecting opportunities for cultural education. As a result, players—especially younger audiences—are rarely exposed to the diverse traditions, mythologies, and ethical systems that define civilizations across the world. This lack of cultural representation limits players' global awareness and empathy.
"Ikaros: The Saviour of Seven Lands" is an educational adventure game designed to fill this gap. The game introduces players to seven uniquely crafted lands, each inspired by a different real-world culture. Through immersive storytelling, culturally rooted challenges, and character-driven moral decisions, the game offers players both entertainment and valuable insight into global diversity.

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3. Objectives:
- To design a story-driven game that educates players about world cultures and traditions.
- To promote empathy, diversity, and global awareness through interactive gameplay.
- To blend entertainment with learning using rich visuals, mythology, and folklore.
- To engage users in critical thinking and ethical decision-making.

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4. Game Overview:
Ikaros: The Saviour of Seven Lands follows the journey of Ikaros, a chosen hero destined to restore harmony to seven culturally distinct lands, each plagued by corruption and chaos. As players progress through each realm, they encounter challenges, lore, characters, and customs that reflect real-world civilizations,

such as Ancient Egypt, Feudal Japan, Indigenous Americas, Classical India, Norse Scandinavia, Sub-Saharan Africa, and Ancient Greece.

Key Gameplay Features:

- **Exploration & Quests:** Each land features open-world exploration, side quests, and lore-rich environments.
- **Cultural Puzzles & Riddles:** Players solve challenges based on language, folklore, and local wisdom.
- **Moral Choices:** Decisions affect the story outcome, reflecting cultural values and ethical dilemmas.
- **Cinematic Storytelling:** Cutscenes and narration bring myths and traditions to life.

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5. Target Audience:

- **Students and educators interested in interactive learning**
- **Gamers seeking meaningful and story-rich content**
- **Individuals aged 12 and above who are curious about world cultures**

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6. Tools & Technologies Used:

- **Game Engine: Unity / Unreal Engine (TBD based on performance needs)**
- **Design: Blender, Adobe Illustrator, Figma**
- **Audio: Audacity, FL Studio for ambient soundscapes and voiceovers**
- **Programming Languages: C#, Python**
- **Platform: PC (initial), mobile and console (future development)**

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7. Educational Value:

Each land teaches players about a specific culture through:

- **Story arcs grounded in real myths and historical contexts**
- **In-game items and architecture inspired by authentic sources**
- **Language elements, attire, and music that reflect cultural identities**

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8. Future Scope:

- **Expansion packs exploring more cultures and regions**
- **Classroom integration with guided lesson plans**
- **Multiplayer co-op mode with cultural collaboration tasks**

- **VR support for enhanced immersion**

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9. Conclusion:

Ikaros: The Saviour of Seven Lands is more than just a game—it's an experience designed to educate, inspire, and unite players through the power of storytelling and culture. By blending immersive gameplay with deep cultural narratives, it fosters a deeper understanding of the world and the diverse people who inhabit it.

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10. Team Members:

- **Akshat Kumar Arya (Lead Developer & Story Designer)**

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