Aims:

-Firstly, the game might help players to enhance their problem-solving and reasoning skills while combating monsters and enemies in the game.

Secondly, in-game items can be sold to increase profit from the adventure game. Furthermore, it may also assist people in strengthening their aural awareness and the coordination between hand movement and eye movement. Finally, it provides entertainment for users after a long and stressful day.

Roles:

-There are four positions for four members of our team. For starters, Nguyen Huu Gia Thanh is the leader of our team who leads, supervises, and administers the group to achieve our goals and finish assignments before the due date. Moreover, Don Tuan Duong is the web developer who creates, designs, tests, and updates websites for our team depending on different requirements. He also solves websites problems, bugs and assesses the code of websites. Furthermore, Thai Phuc Nguyen is the data collector who collects the work of members of our team and ensures that it is accurate and appropriate. Lastly, Doan Duy Bach is the ideas maker who thinks of suitable and appropriate ideas for projects of the team and he also helps other members to understand and implement his ideas.

Tools and technologies:

-Firstly, we use C++ which is a famous and powerful coding language to create and write lines of code for all elements in the adventure game, generate and diversify interactions and motions of NPCs, heroes, monsters in the game. Moreover, it allows us to make fundamental game features more accessible and reduce the repetition of game creation tasks. Secondly, we decided to create and develop the adventure game in Unity since it is one of the most preferred and well-known game engines. Furthermore, the user-friendly design of Unity makes it easier for our team to utilize and apply. Besides, it gives users a lot of assets and resources like available materials and free tutorial lessons. Lastly, Autodesk sketchbook, an art production software, is used by us to create, draw and paint artworks and digital arts for the game because it is easy to use and it allows users to utilize tons of free brushes.

- Prior Experience with technologies and tools above: Bach learned about basic C# coding language when he was fifteen and he read about Unity before. However, other members do not have any prior experience with those technologies and tools.