

Sena: An epic battle form

War of two Empires

Team Sankalp
Pune, Maharashtra.



Basics of the project

Developing a game where soldiers from a team enters and attacks the other team's castle and captures as many pieces as possible. The player with the most captured pieces (soldiers, horses, elephants) wins the game.

History/culture behind the project

The game is a digital manifestation of the traditional South-Indian game named "Pallanguzhi" which helps to develop quick mathematical skills as well as to help to keep our culture alive.

Digital Toy

Theme - Learning, Education,
and Schooling

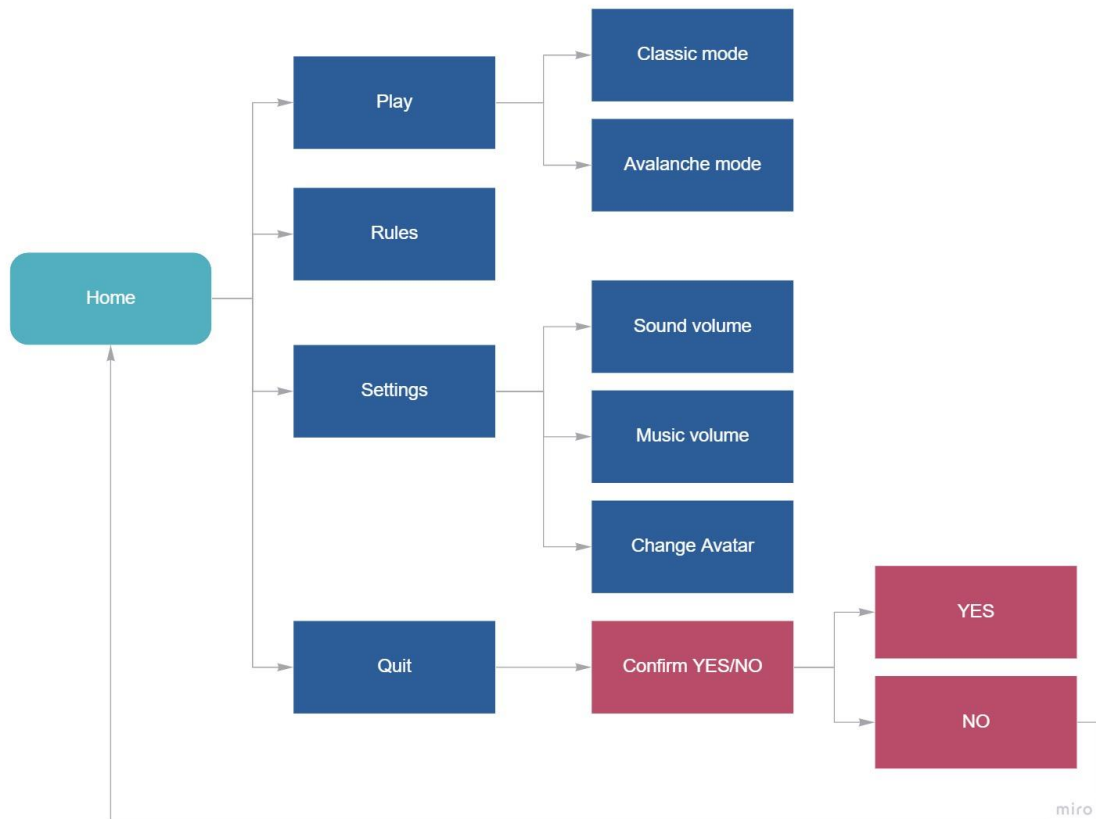
Open Innovation Category



Technical specifications

The approach to this game will be by following the basic guidelines of app design for the UI of the game. For the game development, we will follow the well-known MVC structure.

Brainstorming the idea and the required parameters needed for the game is done in the initial stage.





Play

How to play

Settings

Quit



20



75



BATTLE MODE



WAR MODE



Hello there 🖐️
Welcome to the game SENA!
Now let me walk you through
the rules of the game





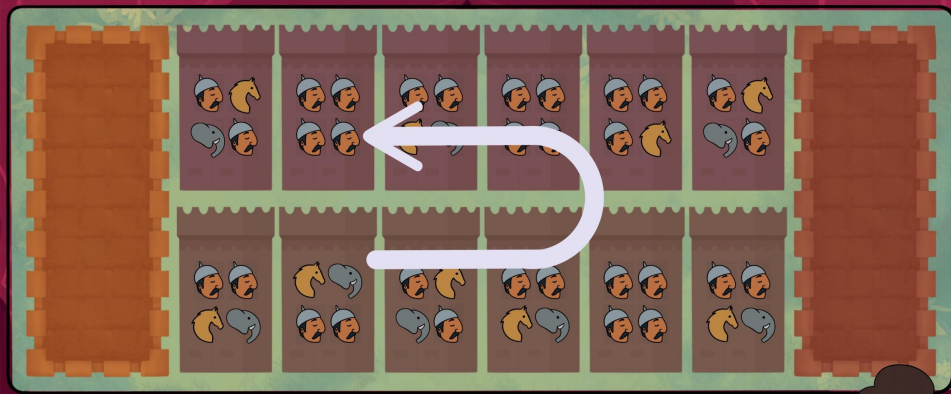
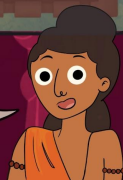
There are six castles on both the sides containing four pieces each



This is your main castle. Pieces captured by you will go here.






This is your opponent's main castle. Pieces captured by them will go here.





Pieces get distributed in the anti-clockwise direction






Volume

Music 

Sound Fx 

Change Avatar

Get Coins



Princess Savitri

Princess Savitri of Madura kingdom was benevolent, brilliant and bright as the sun. Here's a story of how she outwitted death and brought back her husband from the god of death, Yamaraj

Unlocked



YOU LOST

Play again

Quit



YOU WON!

Play again

Quit



Market Research

Age group - 5+

The game will be free to play due to its unlimited potential and can be downloaded without charge. The revenue will be acquired from the option for players to buy coins to unlock characters or through advertising, by giving them an option to watch an ad to get coins.

Platforms for publishing the game - Android and iOS

Future Scope of the project

The game can be further developed to add features like

- Unlocking the characters (avatars) and gaining coins to see a mythological story.
- More difficulty levels can be added.
- Digital versions of ancient games like Puli Meka/Bagh Chaal; Ashta Chamma or Chowka Bara with a aesthetic and engaging User Interface to increase Parent - Child interaction so that Children can learn and parents can have a nostalgic experience



Level Difficulty

- Increase the Number of castles and number of soldiers to increase the length of each game and make it more interesting.
- Mancala Puzzles can be added to give more levels of difficulty where the player has to complete a certain arrangement in limited number of moves to learn new strategies.
- Get coins after each level to unlock new players (avatars).

USP

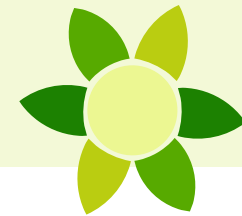
- Know about the mythological characters through their stories by solving Mancala puzzles.

Features

- Play in war mode or battle mode (2 different modes in the same game).
- Play using different avatars after unlocking them.
- Multiplayer - Play with friends.



Team Sankalp



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