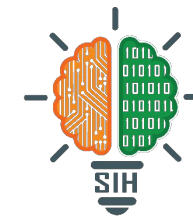


SMART INDIA HACKATHON 2024



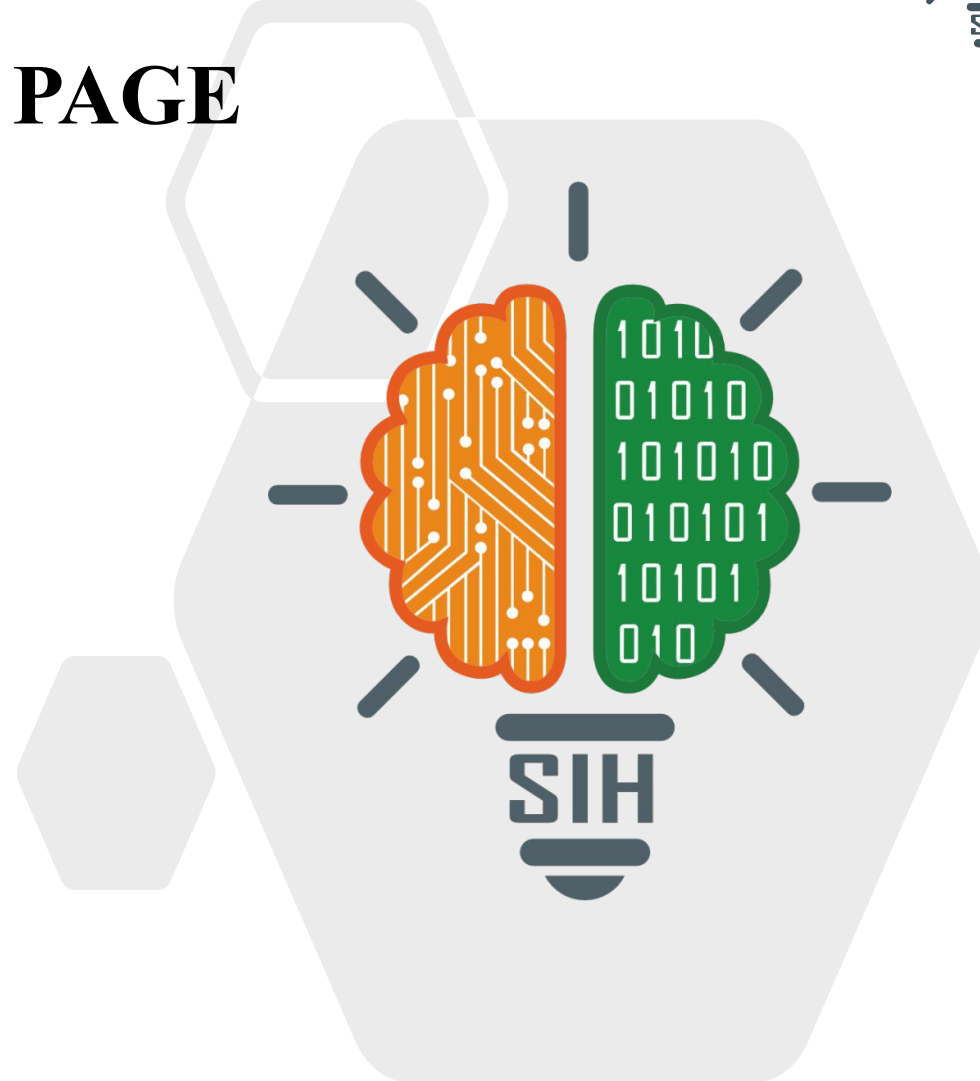
SMART INDIA
HACKATHON
2024

TITLE PAGE

- Problem Statement ID – **SIH1601**
- Problem Statement Title-

Student Innovation

- Theme- **Toys & Games**
- PS Category- **Software**
- Team ID-**SIH1601**
- Team Name - **“Team Ameya”**



Idea/Solution:

Developing an immersive historical game for children, where they are transported to significant moments in history. Through interactive roleplay, they can experience these events firsthand, gaining a deeper understanding of the past while engaging in a dynamic and educational adventure. This game encourages emotional engagement by allowing players to experience the struggles and triumphs of historical figures, making history feel personal and meaningful/impactful

Problem Resolution: (solving)

- ❖ Providing impeccable knowledge to the new generation through interactive gameplay
- ❖ Unfolding the secrets behind the story of independence while providing a new perspective.
- ❖ Making a perfect blend of entertainment and education

Unique Selling Points (USP) :

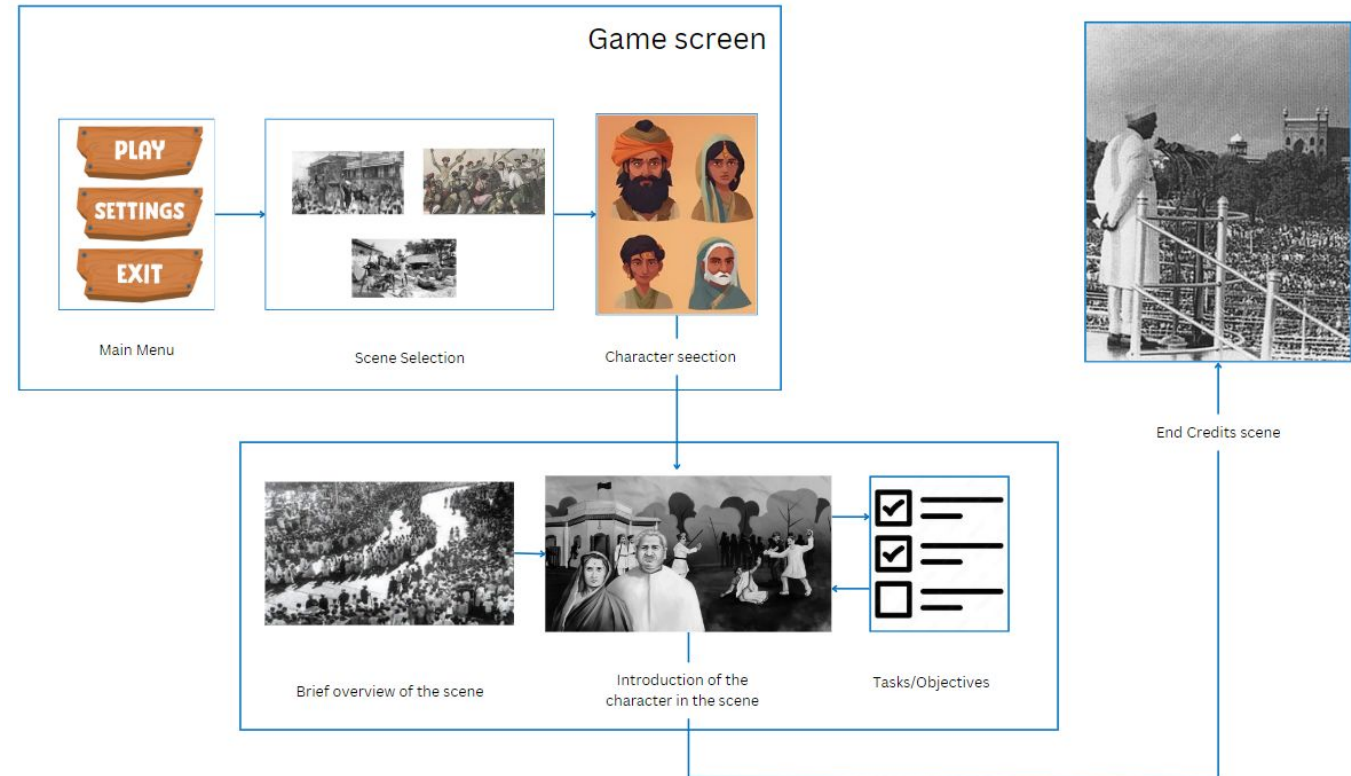
- ❖ Interactive learning
- ❖ Enhances patriotism
- ❖ Replayability (Offers multiple players and allows kids to explore different facets of independent struggle)
- ❖ the game fosters a sense of patriotism by letting players contribute to the independence movements thus showing them the impact of collective action and civic responsibility

Unity

- ❖ Unity is a versatile and user-friendly platform for developing 2D, 3D, VR, and AR experiences across PCs, consoles, mobile devices, and web browsers.
- ❖ It offers a rich asset store.
- ❖ Scripting is primarily done using C#.
- ❖ The engine supports real-time rendering, physics, and advanced animation.
- ❖ Real-time rendering allows visuals to respond immediately to user inputs or environmental changes.

C#

- ❖ C# is user-friendly and easier to learn compared to other languages.
- ❖ It's object-oriented design aligns well with Unity's component-based architecture.
- ❖ It supports powerful development tools and debugging features in Unity



Demonstration of the flow of our game

Analysis of the feasibility of the idea

- ❖ The Project can later be turned fullfleged VR game.
- ❖ It can also be used as an educational tool.
- ❖ Using the unity engine, the game can be used to fully depict the indian culture using various 2D arts and animations.
- ❖ Approaching a younger audience can be made easier from the platform of a game.

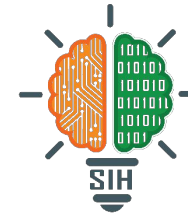
Potential challenges and risks

- ❖ Depicting certain historical events may generate mixed opinions from people (players).
- ❖ Balancing entertainment and education
- ❖ Addition of choice based gameplay may result in contradictions from the actual events occured

Strategies for overcoming these challenges

- ❖ Censoring sensitive events and depicting them in a more neutral way.
- ❖ Additions of Tasks and puzzles to keep the player engaged both in story and gameplay
- ❖ Having fail-safe events that will ensure the story going in the correct path.

IMPACT AND BENEFITS



❖ Potential impact on the target audience

Awareness of Diversity, Cultural Representation, Empathy and Perspective.
Motivation to Learn.

❖ Benefits of the solution (social, economic, environmental, etc.)

Educational Tool, Critical Thinking, Entertainment, Empathy and Inspiration

- ❖ Story, Art Style, Music :
- <https://youtu.be/AHCGkBx1mLA?si=tQtmRi97pULmY1sn>
- ❖ Independence Brief :
<https://testbook.com/ias-preparation/list-of-national-movements-in-india#:~:text=It%20began%20with%20the%20Sepoy,with%20their%20vision%20and%20ideology.>
- ❖ First character event pdf reference link:
https://www.wbnsou.ac.in/openjournals/Issue/2nd-Issue/July2020/1_Amrita.pdf
- ❖ Second character event reference link:
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