

**Department of Computer Science**

**BSc (Hons) Computer Science (with Option if appropriate)**

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3D game focusing on surviving and exploring different environments using unfamiliar survival techniques

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A report submitted in partial fulfilment of the requirements for the degree of

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# Abstract

This document is a template for the dissertation. It includes some guidance to help you write about your project. Use the styles that have been setup (Heading 1, Heading 2, Appendix 1, Appendix 2). If you do this, the table of contents can be automatically generated.

You are very welcome to adjust the styles, and change the template to suit your work. You can have different can have different headings, chapters, titles and structure

The abstract should contain a high level description of the project. You should cover:

* Overview of the Problem
* Approach
* Summary of the contribution and outcomes

Try to keep the abstract short, and certainly not more than about 300 words.

# Acknowledgements

This page is where you have the opportunity to give thanks to anyone, or anything that inspired or helped you with your project.

I certify that the work presented in the dissertation is my own unless referenced.

Signature \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Total Words:

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# Introduction

According to Travis W. Heggie and Tracey M. Heggie (2009) 12,00 operations had to be carried out involving 15,000+ visitors during the time periods of 2003 – 2006. We can cross reference this to the article written by Patrick McCarthy (2019) who discusses why people get lost, where the number one reason being wandering off the trail. It is quite common that people do get lost and most people do not think they will be in a situation where they need fight for their life. There are survival techniques that are very common such as creating fire by striking two sticks together or building a shelter out of sticks but there are other techniques that not many people do know but could potentially save their lives. These techniques include finding certain plants that indicate a water source is nearby, how to find food in the desert or how to create a spear from a stick.

Hilary (2017) has investigated a poll that states many young people do not know the basics of survival techniques due to reliance of technology. This means that most people believe that if lost, they will simply use their handheld device to search up how to do certain tasks. There are some apps such as Offline Survival Manual (2017) that has information on surviving that the user can read. Although this is a good app to always keep on your phone in the case you do forget vital information, this will not suffice as there are many factors at play that could stop someone from using technology in the wilderness such as weak/no signal, the device breaking and loss of battery. I want to raise awareness about survival techniques by using technology that will train people before going hiking, camping, or travelling in case they wander off trail, get lost, are dehydrated, or famished etc. This means that people will not have to rely on their phones but can use the skills they have learnt through technology, beforehand, to survive and hopefully the skills will become innate to the user.

## Aims and Objectives

The main aim of this project is to teach people a set of skills that are not common knowledge, that will allow them to survive in different environments. This will allow people to develop their skills and knowledge on survival techniques that they once did not know.

To showcase the priority of each objective I will list them in order from most important to least.

1. Research and identify relevant background literature that highlights the importance of knowing survival techniques and how they can be applied in situational scenarios.
2. With the use of a questionnaire, using the Likert scale, provide questions that will provide useful feedback that can be used to assess how interactive, educational, and visually pleasing the project is.
3. Obtain ethical approval using the BREO (Brunel Research Ethics Online) system so users that are involved in the project can give me feedback using the questionnaire provided to them.

Movies and other video games also give an unrealistic approach to surviving in certain environments. Documentaries on the other hand give a clear and realistic approach to survival and some also show a survivor’s experience who have their own stories to share on surviving out in the forest or adrift on the ocean such as the documentary of a man who records his journey of surviving alone for 50 days (Alone in The Wild, 2009). Although he does not explicitly teach you, the watcher can learn from the actions he takes. However, some documentaries and TV shows can be lengthy and uninteresting so this is where my project can make the experience of learning much more interactive and interesting. Video games such as “Don’t Starve” and “The Forest” are based on survival, however, they are very unrealistic when it comes to the mechanics of the game and do not provide useful information that the player can take outside of the game. There are also websites that provide very useful information such as “Wildwood Survival” created by Walter Muma (2016) that teach methods of survival that the regular person would not know. The website is very bland, and there is not much interactivity that would keep the user engaged.

My project is different as it will give real information to the user that they can take outside to the real world, and it will be much more realistic than other ideas out there when it comes down to the mechanics of the game. Education is key for my project, so everything the user does will reflect reality. Interactivity is very important, and that is where a video game overcomes reading, documentaries, TV shows and so on. Interactivity keeps user retention and gives users real-time feedback that other modes of education cannot do.

I will create an interactive video game, showcasing skills that are not common knowledge to the average person to teach them several techniques to help with surviving in different environments. This game should give players the confidence to apply these tactics in a real situation if one were to ever occur or at the very least give some guidance as to where to start when lost in a forest or the desert.

Here you should clearly define the overarching aim for your project. Usually, for a final year project, you will have a single aim.

You should then list, the necessary and complete set of objectives that you will need to achieve in order to satisfy the aim:

1. Undertake a relevant background study to identify existing work in the area, and to identify appropriate techniques which can be adopted to produce a solution in this project.
2. Identify an approach which, when executed, will give rise to results from which rigorous conclusions can be drawn.
3. Design and implement some software, or undertake a simulation, or business modeling exercise, or conduct some other kind of appropriate activity which will give rise to the results desired.
4. Tailor the generic objectives to make them relevant for your specific project. Generic aims and objectives will lead to low-grading, generic project.
5. Evaluate the results using an appropriate framework, or set of success criteria which are clearly related to the problem and stated aim.

## Project Approach

To start off with development of the game I will first need to do a considerable amount of research on different survival techniques that I could realistically implement into the game. I will also need to research the different environments I want to include in the game as for each environment, different techniques will need to be used. From this research, I will be able to derive the objectives for the game and therefore continue to setting up a plan on how to approach the implementation stage.

In terms of my methodology, I will be using an incremental approach and borrowing some methods from agile as it will allow me to create the minimum product first, and then add “richness” to the project by adding more and more features. There will be sprints, every 2 – 4 weeks, where I will work on a certain functionality of the game, mainly the most important ones first that need to be in the game. Later, if all the important mechanics/functionalities have been completed to a high standard, I can work on adding more additions to the game to make it more fleshed out. After all the sprint cycles have been complete, I should have a complete video game.

During the implementation stage I will be implementing survival techniques that I have researched online as well as adding interactive objects to keep the player engaged. Mechanics of the game will be down to earth allowing for more realistic gameplay. Tips and information on how to survive will be shown to player to add extra level of detail to the game which will be done through the game and in text form.

To organize and track my progress, I will be using Trello as it is a very useful way of tracking your progress and creating a checklist of things to do.

I will be using Unity as the software for producing my video game and my language of choice is C#. Unity has an asset store that offer free and paid assets that other developers can use which will help me cut development time by a reasonable amount, of course crediting the creator of the assets when using their work. My game will have to work on computers/laptops, and I will have to keep in mind that some people will have computers that are not as powerful as others. To have more people play my game, it will need to be accessible by even lower end computers.

To obtain assets for the game I will be using several websites that offer free to use assets that I can download and implement into my game. This is because creating assets will take too much time, which I could better spend on the development of the game. These websites include:

Unity Asset Store: <https://assetstore.unity.com/>

cgtrader: <https://www.cgtrader.com/>

Free3D: <https://free3d.com/>

ADD RELEVANT WEBSITES HERE AND REMOVE OTHERS IF NOT USING

Once the development of the game is complete, I will need to apply for ethical approval using the BREO (Brunel Research Ethics Online) as we are using human subjects for testing and will be using the five level Liker scale for the feedback. Due to the pandemic, I will be sending the exe file to users for testing and sending out a questionnaire I created on word.

Describe how the project will be undertaken. Remember that the way in which you conduct your project will dictate the nature of the results that you produce, and the corresponding conclusions you can draw from them. Therefore, it is important that your reader understands how you are going about your project from an early stage, so they can understand how to interpret your results.

## Dissertation Outline

Traditionally, dissertations tend to contain a description of each chapter:

Chapter 2, discusses the background for my project, and identifies some key techniques that can be adopted during the development of the proposed solution. Chapter 3 explains how the project will be undertaken . . . etc, etc.

This approach is acceptable, however it can make quite bland reading. You might like to consider drawing a flow-chart of your project, showing how information such as background data, questionnaire data, results of studies, running computer programs, or undertaking user studies act as input to, or output from your chapters. You can also indicate how each chapter relates to your objectives. This kind of diagram can help to add clarity for your reader, and can help you to get your head round the structure of your project.

# Background

In the background, you will produce a critical summary of your background literature. Please do not just describe the background material that you find, reference, by reference. Once you have absorbed your background material, try and write about your problem, describing any conflicting schools of thought, existing solutions, shortcomings of existing approaches, etc., and reference your sources accordingly. Let your writing be supported by your literature. Do not let the literature guide the structure of your writing.

When you make references, please use the Harvard Style. You will find a guide to referencing at the Brunel Library (2013). You may find it useful to use a citation manager such as RefWorks which can be accessed from the library website. Whatever you do, please make sure that you record your references as you go along. Do not try to assemble your references at the end.

## Tables

If you use tables in your dissertation, please label them with a caption, so they are included in the automatic list of tables.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | **Impact** | | |
|  |  | 1 | 2 | 3 |
| **Likelihood** | 1 | 1 | 2 | 3 |
| 2 | 2 | 4 | 6 |
| 3 | 3 | 6 | 9 |

Table - A risk analysis table

## Figures

Similarly, if you use tables in your dissertation, please label them with a caption, so they are included in the automatic list of tables.

Process Overview Diagram.pdf

Figure - A generic model of the Final Year Project

# Methodology (Or Approach)

In research circles, this chapter would often be called the methodology. Basically, it is the chapter in which you describe how you are going to go about your project in order to achieve your Aims and Objectives. Are you going to gather requirements in a certain way, build some software, and measure the results of experiments? Are you going to develop simulation models which you will test with a set of expert users, or compare to existing data sets? Will you produce a mock-up of a system and test it with a number of users to ensure that the results are statistically significant.

Whatever you do that is relevant for your project, you need to convince your reader that the approach you are taking will give rise to a set of results that are unbiased, and from which you can draw objective conclusions.

# Design (Or What you did Part One)

These middle chapters are the places for you to write what you have done in more detail. This might mean the design, implement, test elements of a software project. It might mean the model, evaluate re-model phases of some kind of business modeling or simulation modeling project. It might be the data capture, requirements gathering, system design and mock-up test stages of an IS project trying to evaluate the feasibility of a software system to solve a particular problem.

You need to divide the material up amongst these middle chapters in a way that will make sense to your reader.

# Implementation (Or What you did Part Two)

We are following a seven chapter model, which gives you a couple of chapters in the middle for the “What you did” part, but if you really think it is better to have eight chapters, that is fine too. If you go for many fewer than seven, you have probably missed something, and if you have many more than seven, you may be going a bit fine-grained.

# Testing and Evaluation

This is where you will present your results and provide an evaluation of your solution against the problem. Try and structure your results in a meaningful way. Try and help the reader. Do not just take some numbers, load them into a statistics package such as SPSS and then present every statistical analysis technique in the known world. Use appropriate methods for analysing, presenting and summarising your data.

# Conclusions

This is where you draw your final conclusions. You have presented your findings or data, now summarise how you have met each objective, and draw a conclusion as to whether you have met your overall aim. You should provide some justification for this. There are three possibilities here:

1. You have completely met your aim, and solved your problem (unlikely)
2. Your results show that your solution does not solve the problem at all (unlikely)
3. You conclude that your solution addresses your problem to some extent, but that there are weaknesses in the approach in other regards (most likely)

In each case, you will have produced a valid result, and each of these is equally valuable when it comes to grading your work.

What is less valuable is drawing the conclusion that you have solved all the problems with only weak justification.

## Future Work

You should find that when you reach the end of your project, it will be defined more by what you haven’t had time to do, than what you have managed to do. If you engage properly with the process, you will continually raise questions, and spin-off projects which it would be interesting to explore, but which you simply did not have time to pursue while focusing on the primary aim of your FYP. This is your place to write about these areas as inspiration for future students.

# References

Brunel University Library (2013) *Harvard Referencing Guide.* Available at: http://www.brunel.ac.uk/\_\_data/assets/pdf\_file/0020/161471/Harvard-Guide.pdf (Accessed: 18 November 2013)

[1] Travis W. Heggie and Tracey M. Heggie, ‘Journey of Travel Medicine’, Volume 16, Issue 1, 2009, pp. 23-27. Available at: <https://academic.oup.com/jtm/article/16/1/23/1803249> (Accessed: 20 December 2020)

[2] Patrick McCarthy, ‘Statistics of Survival: Analysing 100 Hikers Survival Stories, 2019. Available at: <https://www.offgridweb.com/survival/statistics-of-survival-analyzing-100-hikers-survival-stories/> (Accessed: 20 December 2020)

[3] Hilary Ribons, ‘New Poll Suggests Millennials Lack Basic Survival Skills’, 2017. Available at: <https://www.fieldandstream.com/new-poll-suggests-millennials-survival-skills-are-sorely-lacking/> (Accessed: 20 December 2020)

(Accessed: )

Personal Reflection

This compulsory appendix should contain a personal reflection on your project. It should contain two sections:

Reflection on Project

In this section, you should reflect on the project you have undertaken, and consider, with you specific knowledge of the topic area, studies that you undertook, and problems you encountered, how you might have undertaken it differently.

Personal Reflection

In this section, you should consider more personally how you might have worked differently to deliver an improved project if you had your time again.

Appendices

More relevant material

The remaining appendices can contain relevant material which is not essential to be included in the main body of the dissertation, but which may be useful to support your dissertation.

* Examples of relevant material might include:
* Example questionnaires
* More detailed designs
* Relevant results which didn’t fit in the main body

Examples of material that should not go into an appendix:

* A dump of all your code
* Transcripts of all your interviews

Remember, that the appendices should be there in case the reader wants to refer to them. They will not be read as part of the dissertation story, so do not just use them to put essential material because you ran out of room. Also, do not be tempted to pad out your dissertation to the full 60 pages just by adding lots of unnecessary material to the appendices.

Any supplementary materials can be uploaded electronically with your submission.