A
Summer Internship Report
On
"Assassination: The First List"

(IT346 – Summer Internship - I)

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August, 2023

I

CANDIDATE'S DECLARATION

Declaration by Adhive Team

I Maharishi Davey hereby declare that the project work titled **Assassination: The First List** is an original and independent work carried out by me & their Team as a part of Our Summer Internship in Akiyam Solution.

I further declare that:

The project work has not been submitted earlier for any degree or diploma to this or any other institution. The project work has not been copied, plagiarized or imitated from any other source. The work of others used in this project report has been duly acknowledged and cited in the bibliography. The project work does not contain any material that infringes upon any intellectual property rights, personal rights or rights of privacy of any individual, group or entity. The project work is in compliance with the guidelines and norms of the Charusat University and Akiyam Solution.

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CERTIFICATE

This is to certify that the report entitled "**Assassination: The First List**" is a bonafied work carried out by **Maharishi Davey(21IT025)** under the guidance and supervision of **Prof. Dhaval Patel** for the subject **Summer Internship – I (IT346)** of 5th Semester of Bachelor of Technology in **Computer Engineering** at Chandubhai S. Patel Institute of Technology (CSPIT), Faculty of Technology & Engineering (FTE) – CHARUSAT, Gujarat.

To the best of my knowledge and belief, this work embodies the work of candidate himself, has duly been completed, and fulfills the requirement of the ordinance relating to the B.Tech. Degree of the University and is up to the standard in respect of content, presentation and language for being referred by the examiner(s).

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ABSTRACT

"Assassination: The First List" is an immersive multimedia project that combines historical accuracy, interactive storytelling, and gaming elements. Set in an alternate early 20th-century reality, the project follows a skilled investigator's quest to uncover a secret organization's first-ever list of assassination targets. Players engage in decision-making, problem-solving, and character interactions that shape the branching narrative. With its captivating blend of history and creativity, the project appeals to history enthusiasts, gamers, and fans of gripping storytelling.

Table of Contents

List of Table & Figures

CHAPTER -1: INTRODUCTION

1.1 PURPOSE OF INTERNSHIP

The main purpose of this internship is to enhance professional and personal skill development which enables us to gain a planned and directed learning experience. It also enable us to integrate knowledge gained through their industry learning with the competencies made available through actual experience in a professional setting. The goals of this internship are:

· Learn and develop practical skills

· Gain first hand understanding of the inner workings of an organization

· Make a positive contribution to an organization

· Solve problems by taking initiative and using creativity

· Clarify career goals

· Observe and Learn ethics at work

· Observe and work with professionals in the field

1.2 OVERVIEW OF PROJECT

"Assassination: The First List" is an ambitious and immersive multimedia project that combines elements of interactive storytelling, gaming, and historical exploration. The project aims to transport participants to a fictional world, deeply rooted in historical events, where they take on the role of a skilled investigator tasked with unraveling a mysterious and dangerous conspiracy.

1.3 OBJECTIVE

The primary objective of "Assassination: The First List" is to create an immersive and engaging multimedia experience that seamlessly blends historical accuracy with interactive storytelling and gaming elements. The project aims to transport participants to an alternate reality early 20th-century world, where they assume the role of an investigator on a mission to uncover and decipher a secret organization's inaugural list of assassination targets. By combining history, mystery, and gameplay mechanics, the objective is to captivate and entertain a diverse audience, offering them a memorable and thought-provoking experience.

1.4 SCOPE

The scope of "Assassination: The First List" encompasses several key aspects:

1. Historical Exploration: The project thoroughly researches and incorporates real-world historical events, figures, and locations, creating an authentic setting that enables participants to explore an alternate version of the early 20th century.

2. Interactive Storytelling: The narrative places players in the shoes of a skilled investigator, presenting them with an unfolding mystery and a series of decisions that significantly impact the direction and outcome of the story.

3. Game Elements: The project integrates gameplay mechanics, including puzzles, clues, and character interactions, to immerse players further into the experience and challenge their problem-solving abilities.

4. Visual and Audio Immersion: High-quality visuals, sound effects, and music enhance the project's immersion, creating a compelling and realistic atmosphere for players.

5. Branching Narratives: The project offers multiple decision points, leading to various narrative branches and outcomes, allowing for replayability and a personalized experience for each participant.

6. Target Audience: "Assassination: The First List" aims to appeal to a broad audience, including history enthusiasts, gamers, and fans of interactive storytelling, by combining historical accuracy with a captivating and accessible narrative.

7. Accessibility: The project is designed to be accessible on various platforms, including PC, gaming consoles, and mobile devices, ensuring a wide reach for potential participants.

It is important to note that the scope of the project is subject to the development team's resources, time constraints, and creative vision. The goal is to strike a balance between historical authenticity, interactive gameplay, and engaging storytelling, creating an innovative and memorable experience that resonates with its audience.

1.5 ROLES AND RESPONSIBILITIES

Table 1.5.1 Roles and Responsibilities

AI and NPC Interaction	Maharishi Davey (21IT025)

CHAPTER -2: SYSTEM ANALYSIS

2.1 USER CHARACTERISTICS

1. **History Enthusiasts:** Users with a keen interest in history, particularly the early 20th century, will find the project intriguing due to its historical accuracy and incorporation of real-world events and figures.

2. **Gamers:** The interactive nature of the project, with its gameplay elements, puzzles, and decision-making, appeals to gamers looking for an immersive and engaging experience.

3. **Mystery and Adventure Seekers:** Users who enjoy solving mysteries, uncovering secrets, and delving into conspiracies will be drawn to the captivating narrative and the opportunity to assume the role of an investigator.

4. **Storytelling Fans:** Individuals who appreciate well-crafted narratives and character-driven stories will be immersed in the project's rich storytelling and its diverse cast of characters.

5. **Decision-Makers:** Users who enjoy making choices that influence the outcome of a story will be enticed by the branching narratives and the impact their decisions have on the overall plot.

6. **Visual and Audio Experience Seekers:** Those who value high-quality visuals, immersive sound effects, and captivating music will be drawn into the project's world, enhancing their overall experience.

7. **Replay Value Seekers:** Users who appreciate replay ability in interactive experiences will find value in exploring different decision paths and witnessing alternative story outcomes.

8. **Accessible Entertainment:** The project's availability on various platforms makes it accessible to a wide range of users, including those who prefer gaming on PCs, consoles, or mobile devices.

9. Ages and Backgrounds: The project caters to users of different ages and backgrounds, as its blend of history, mystery, and gaming offers a versatile and inclusive entertainment experience.

10. Learning Enthusiasts: The project's blend of history and fiction can pique the curiosity of users who enjoy learning while being entertained, fostering a sense of exploration and discovery.

It is essential for the project designers to consider the diverse characteristics and preferences of potential users to create an engaging and satisfying experience that resonates with a broad audience. By understanding the target users, the project can better meet their expectations and deliver an immersive and memorable interactive journey.

2.2 HARDWARE AND SOFTWARE

Hardware Requirements:

The hardware requirements for "Assassination: The First List" will depend on the complexity of the interactive elements, graphics, and overall performance expectations. The following are the general hardware recommendations:

- Processor (CPU): A multi-core processor, preferably with at least four cores or more, to handle the computational demands of the game.

- Graphics Card (GPU): A dedicated graphics card with sufficient VRAM to support high-quality visuals and smooth rendering. Ideally, a mid-range or higher graphics card from reputable manufacturers.

- RAM: A minimum of 8GB RAM to ensure smooth performance during gameplay. Higher RAM capacity, such as 16GB or 32GB, may be preferred for more demanding scenarios.

- Storage: Adequate storage space for game files, additional content, and potential updates. An SSD (Solid State Drive) is recommended for faster loading times.

- Operating System: Compatible with modern operating systems, including Windows, macOS, and popular gaming distributions of Linux.

- Input Devices: Standard gaming peripherals, such as a keyboard and mouse or gamepad, for user interaction.

- Display: A monitor or screen capable of displaying the game's graphics at the desired resolution and frame rate.

Software Requirements:

The software requirements for "Assassination: The First List" will involve both development and end-user components. These may include:

- Game Engine: A robust game engine, such as Unity or Unreal Engine, to create and develop the interactive and visual elements of the project.

- Programming Languages: Knowledge of programming languages like C#, C++, or Python will be necessary for developing the game logic and mechanics.

- Art and Animation Software: Software tools like Adobe Photoshop, Illustrator, or 3D modeling software for creating visual assets and animations.

- Audio Software: Audio editing and mixing software for creating and integrating sound effects and music into the game.

- Version Control: Version control systems like Git to manage collaborative development and track changes.

- Testing and Debugging Tools: Various testing and debugging tools to ensure the game's stability and performance.

- Compatibility Testing: Testing the game on various hardware and software configurations to ensure broad compatibility.

- Distribution Platforms: Consideration of digital distribution platforms like Steam, Epic Games Store, or other app stores for making the game available to users.

- It is crucial for the development team to select appropriate tools and technologies that align with the project's scope, budget, and platform requirements to ensure a successful and polished final product.

CHAPTER -3: SYSTEM DESIGN

3.1 DATA DICTIONARY

A data dictionary outlines the key data elements used in a project, providing a clear description of each data component. In the context of "Assassination: The First List," the following data dictionary presents some of the essential data elements that might be used in the project:

1. Player Profile:
   - Data Type: Structured Data
   - Description: Contains information about the player, such as their chosen username, game progress, and preferences.
2. Character Data:
   - Data Type: Structured Data
   - Description: Stores information about in-game characters, including their names, backgrounds, roles, and relationships with other characters.
3. Decision Points:
   - Data Type: Structured Data
   - Description: Tracks the decisions made by the player during the game, along with the consequences and impact on the narrative.
4. Clues and Evidence:
   - Data Type: Structured Data
   - Description: Holds information about the clues and evidence collected by the player during the investigation, aiding them in solving the mystery.
5. Historical Events and Locations:
   - Data Type: Structured Data
   - Description: Contains details about historical events and locations, which serve as the backdrop for the fictional alternate reality of the game.
6. Game Progress and Achievements:
   - Data Type: Structured Data
   - Description: Tracks the player's progress throughout the game and any achievements or milestones they have accomplished.
7. Visual Assets:
   - Data Type: Multimedia Files (Images, Graphics)
   - Description: Stores visual elements, such as character portraits, backgrounds, and other graphical assets used in the game.
8. Audio Assets:
   - Data Type: Multimedia Files (Audio)
   - Description: Holds audio elements, including sound effects, music tracks, and character voice-overs, enhancing the game's atmosphere.
9. User Settings:
   - Data Type: Structured Data

- Description: Contains user-specific settings and preferences, such as audio and display settings, language preferences, etc.
10. Platform Data:
    - Data Type: Structured Data
    - Description: Contains information specific to the user's chosen platform, such as hardware specifications or input device configurations.
11. Localization Data:
    - Data Type: Structured Data
    - Description: Stores translated text and localized content for different languages and regions.
12. Game State Data:
    - Data Type: Structured Data
    - Description: Tracks the current state of the game, including active quests, completed objectives, and any persistent game variables.

The data dictionary provides a clear overview of the various data elements that contribute to the functioning and experience of "Assassination: The First List." Properly managing and utilizing this data will help ensure the game's stability, user engagement, and seamless gameplay.

CHAPTER – 4: IMPLEMENTATION SCREENSHOTS

4 Player Interaction (Practice work)
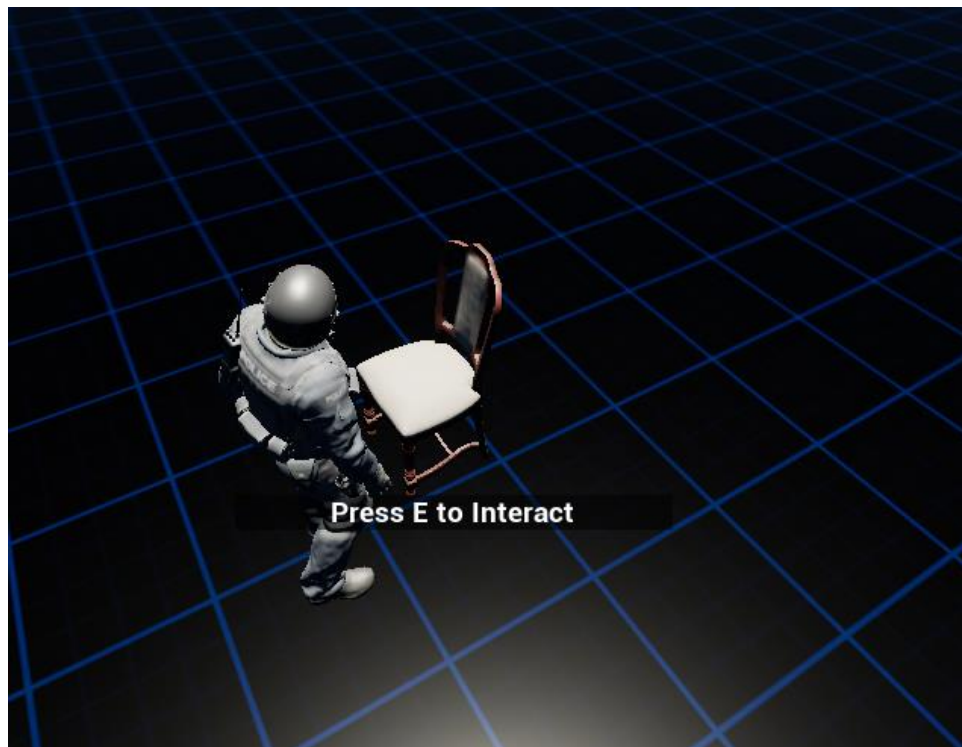
4.1 After Interaction

4.2 After Interaction

CHAPTER – 5: CONCLUSION

CONCLUSION

The internship on "Assassination: The First List" has been a valuable experience, offering insights into game development, historical storytelling, and data management. Working with the development team has sharpened my skills and fostered my passion for the gaming industry. I am grateful for the guidance and mentorship, and I look forward to applying this knowledge to future projects in the dynamic world of game development.

Reference:

Youtube:

Unreal Character Interaction System:

https://www.youtube.com/playlist?list=PLNTm9yU0zou62Mp0JoNqanqq0sRl Wecu0

CodeLikeMe Shooter + ALS:

https://www.youtube.com/playlist?list=PLNTm9yU0zou5y0cWEz59BQnHd0c 6fC2XZ

NPC Manager Tutorial Series:

https://www.youtube.com/playlist?list=PLziQlhUd357hXTKzhm_U5WswPrbJ bVRRO