A Project Report
on

LEGENDS OF THE DEEP

Contents

ABSTRACT

In a vast, open-world ocean, players take on the role of daring pirates in search of treasure. This game offers an immersive experience where players can explore uncharted islands, engage in thrilling adventurous battles, and uncover hidden treasures. With a rich narrative field with legendary quests, supernatural mysteries, and historical lore, players will navigate a dynamic world where their choices impact the unfolding story. Interactive environments and weather conditions offer tactical advantages, adding complexity to the pirate experience.

LIST OF FIGURES

1. INTRODUCTION

Embark on an exciting journey as a pirate, setting sail across the vast ocean to discover hidden treasures and conquer rival crews. Brave the open waters, face-off against other pirates, and delve into mysterious dungeons to uncover the ultimate treasure.

1.1 Objectives

The task of become the most notorious and successful pirate by amassing wealth, power, and influence through cunning tactics and fierce battles. Navigate the pirate ship across the open ocean, encounter rival crews, raid the ships, and explore treacherous dungeons to find valuable treasures. Overcome dangerous weather, await the opponents, and outmaneuver cunning opponents to emerge victorious and claim the ultimate treasure. The major game-play of this project is:

Ocean:

- The player starts from ocean, their ship cutting through the waves as they venture out to the vast, open ocean.
- The player must carefully steer the ship, avoiding storms and navigating through uncharted waters to reach dungeons.
- As the player sails, they may come across mysterious islands, ship wrecks, testing your skills and courage.

Forest:

- Now, the player enters into the forest which is filled with many adventures, which he should surpass using his skills, strategies, strengths.
- The player needs to find the way to the dungeons by defeating opponents, creatures and should acquire the treasure.

Dungeon:

- The dungeons are filled with deadly traps, and obstacles testing your team's ability, perception.
- As you venture further, you will face-off against fearsome guardians and super-natural entities guarding the most valuable treasures.
- Your pirate crew must work together, combining their unique skills and courage to overcome the challenges of the dungeons.

2. DESIGN

2.1 Tools

Our journey through the pirate's life is brought to life using Advanced Tools & Technologies:

- UNITY: At the core of our development is Unity, a powerful Game Engine that allows us to create immersive and interactive environments.

- BLENDER: For asset creation, we rely on Blender, which gives us the flexibility to model and animate our 3D assets and precision.

- MIXAMO: To bring our characters to life with realistic animations, we used Mixamo.Mixamo allows us to create and animate 3D character easily.

- VISUAL STUDIO CODE: For coding the game, we used Visual Studio Code. It's a versatile and efficient code editor that helped us write and debug our game scripts.

- WINDOWS 11: All of this is integrated seamlessly on a Windows 11 platform, ensuring the smooth and efficient development process. These tools collectively, enable us to build an engaging and visually stunning adventure that captures the essence of the pirate's life.

3. IMPLEMENTATION

3.1 Introduction

- Here, the introduction page shows the theme of our game. After the introduction page, the player navigates to menu page which shows different options.

- When clicked on play, the player gets the story line of the game where he/she understands the game and the gameplay.

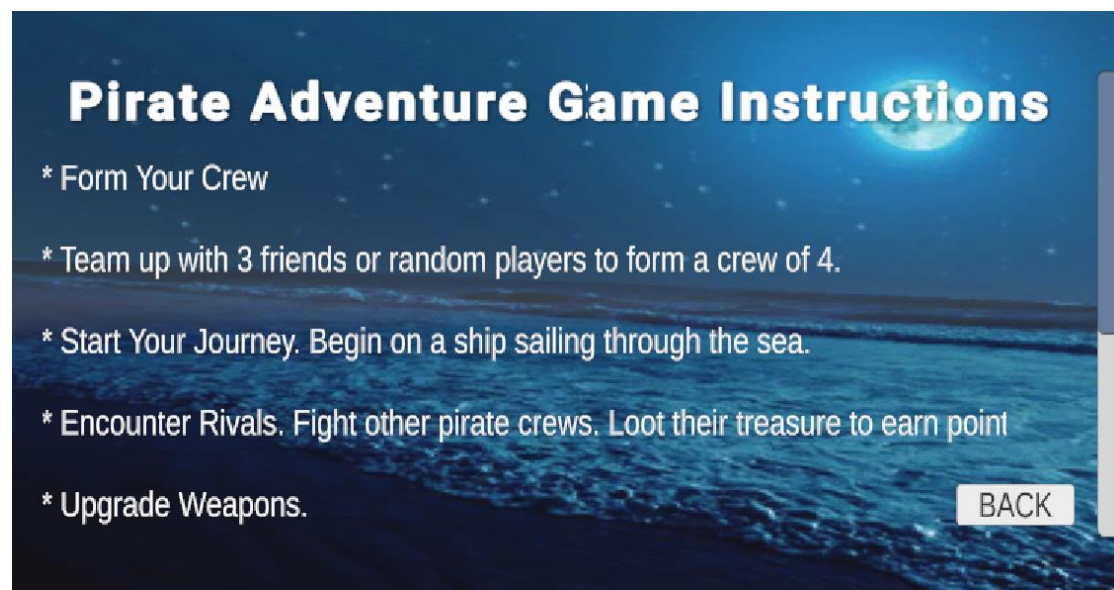Fig:3.1.1: Introduction Page

Fig:3.1.2: Menu Page

Fig:3.1.3: Instructions Page
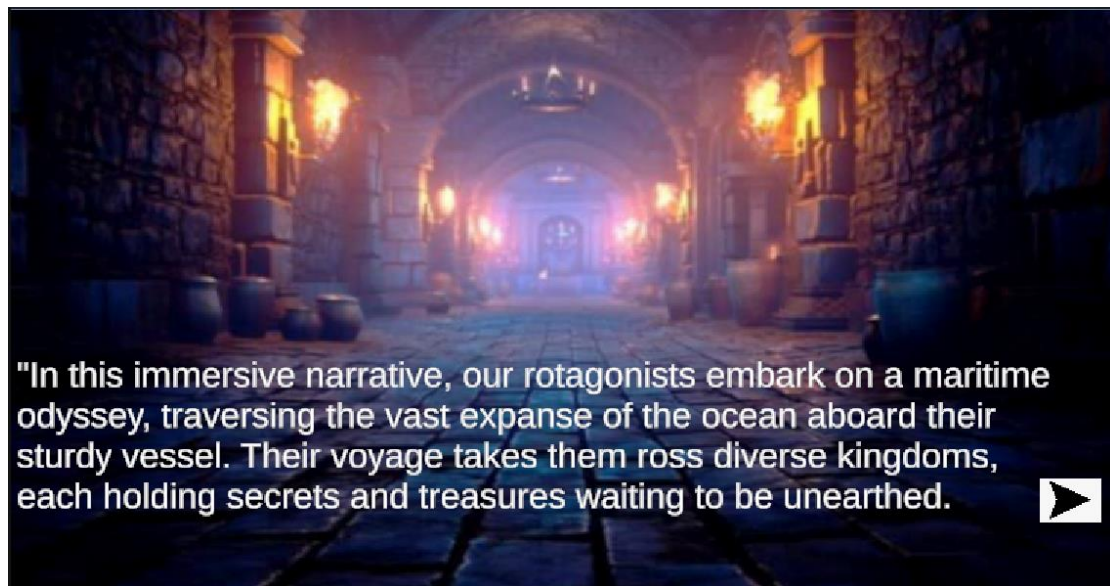

Fig:3.1.4: Options Page

Fig:3.1.5: Story Line

3.2 Environment

- There are 3 environments namely ocean, forest and a dungeon

- The player first navigates the ocean, moves into forest and then finds a portal

which redirects the player into dungeon, where the player starts to look for treasure.
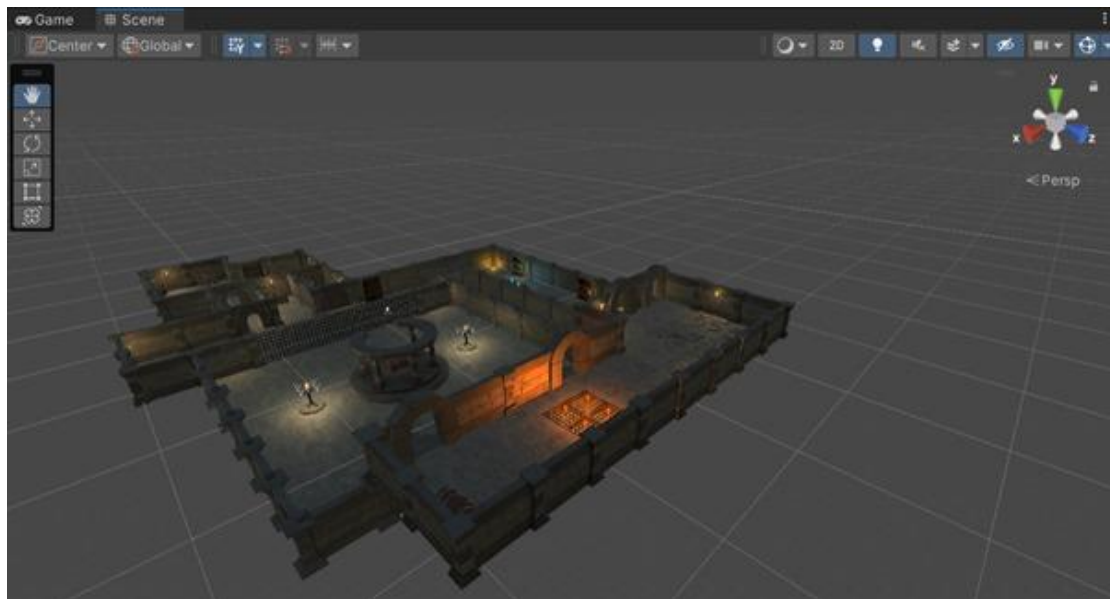

Fig:3.2.1: Ocean and village

Fig:3.2.2: Dungeon

3.3 Characters

- The characters we have shown are the players and the opponents.

- There is a village situated in the middle of the forest where you can see the other characters, the villagers.

Fig:3.3.1: Player

Fig:3.3.2: Village Girl

Fig:3.3.3: Opponent - 1

Fig:3.3.4: Opponent- 2

Fig:3.3.5: Opponent- 3

Fig:3.3.6: Opponent- 4

3.4 Results:

- Finally, this is the page when our player finds the treasure and succeeded in game.

- The player receiver all the treasure he/she got by playing with all his/her strategies, gameplay controls.

Fig:3.4.1: Winning page

4. FUTURE SCOPE

The future of Legends of Deep Game can be quite expansive and can include a variety of features and improvements to keep players engaged and attract new audiences.

- EXPANDED OPEN WORLD: Increase the size and variety of the game world, adding new islands, ports, and hidden treasures.

- STORYLINE AND QUESTS: Develop a rich narrative with engaging quests and side missions that can include historical pirate legends, supernatural elements, and intricate plot twists

- CUSTOMIZATION: Allow extensive customization of ships, characters, and crew members. This could include upgrading ship parts, personalizing appearances, and training crew members with unique skills.