



INTER IIT 2024 selection Hackathon

PS :Ministry of Panchayati raj

Table Of Content

Overview

Understanding the problem
Statement

Project objective

Target audience

Market trends

Cycle diagram



Overview

Creating a SIMCITY/Farmville-style game where users plan village development using real GIS data and budgets, optimizing resource allocation for infrastructure like roads, sanitation, schools, and utilities while maintaining citizen morale through strategic placement of assets.



Understanding the problems

01

We have to create a game which stimulates the rural development and helps all the people to understand how panchayati raj works

02

How to develop Healthcare, sanitation facilities, electricity, and overall development



Project objective



The objective is to make a game which stimulates the functioning and total administrative system of a village and educate the public to have right knowledge about panchayat.



Resources Used

- 1) Unity Game Engine.
- 2) VS for writing scripts.
- 3) Unity Asset Store for Environment.
- 4) Using AIs like ChatGPT or other resources like YouTube for reference.





Procedure

It is been made like first person game. It is controlled by Character controller and is quite compatible. From the UI the village sarpanch will order mission to the player and player has to complete them.

- 1) Cut 10 trees .
- 2) Construct Windmill.
- 3) Defeat Golem.

1st mission has been created. But second and third mission creation is under development. 3rd mission will require state machine.

Thank you!

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