GAME DEVELOPMENT

GROUP MEMBERS:

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STORY

The story is about the land Bahavia where everyone lived peacefully until the enemies from Anexia town came and attacked Bahavia and started to kill everyone to capture the land. The king of the land is also killed by them. Will Mary the Queen be able to save her son who is kidnapped by the enemies and fight them to victory to save her son and her Land?
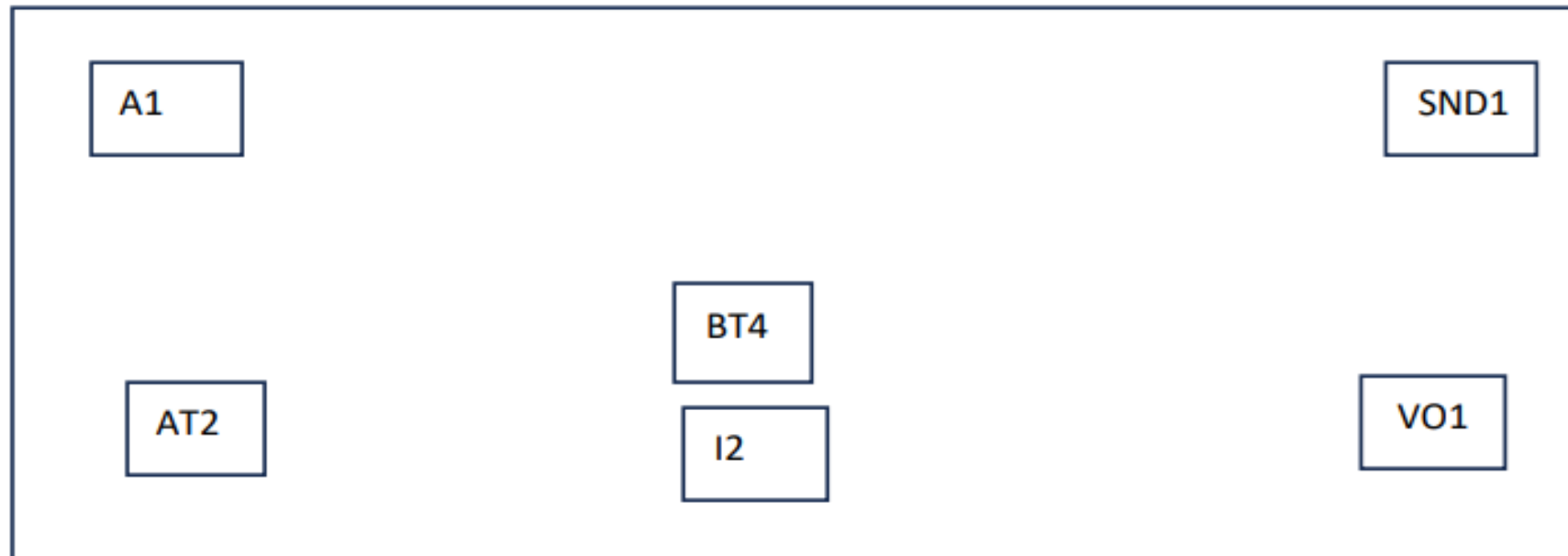
STORYBOARD

FIRST SCENE:

BI1

AT1

BT2   BT3   I1

BT1

BM1

SECOND SCENE:

A1

SND1

BT4

AT2

I2

VO1
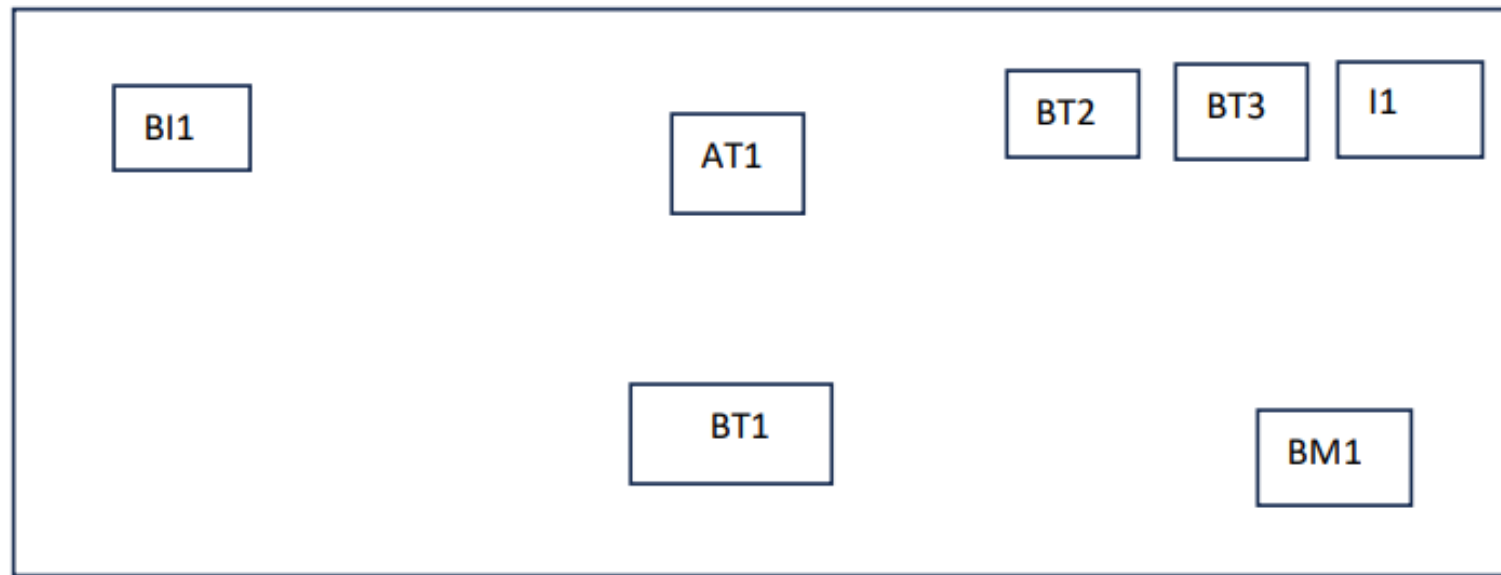
SCRIPT

ACRONYMS:

Abbreviation	Meaning
A	Animation
AT	Animated Text
BI	Background Image
BM	Background Music
BT	Button
SND	Sound
T	Text
I	Image
VO	Voice Over

SCENE 1 :

BI1.1 : Background Image

AT1.1 : Game Name
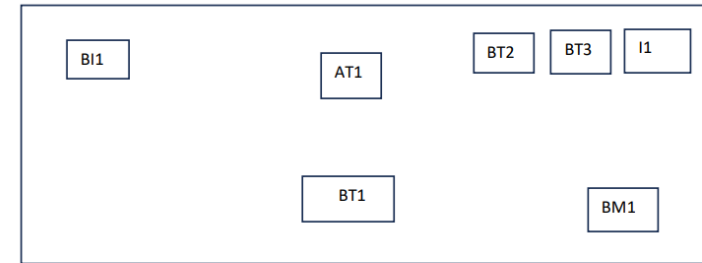
BM1.1 : Background Music

BT1.1 : Start Button

BT2.1 : Background Music On/Off

I1.1 : On/Off Symbol

FIRST SCENE:

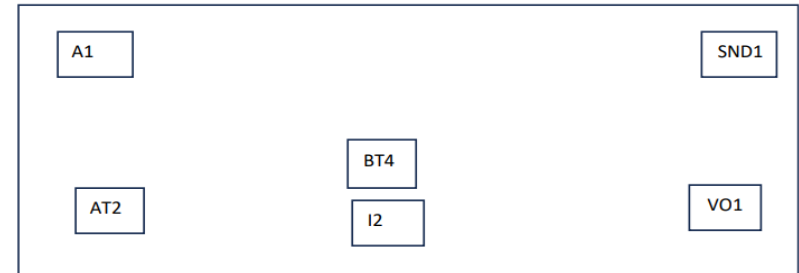|						
BI1		AT1	BT2	BT3	I1	
	BT1			BM1		

SCENE 2:

A1.2 : Animation

AT2.2 : Animated Text to exchange dialogues
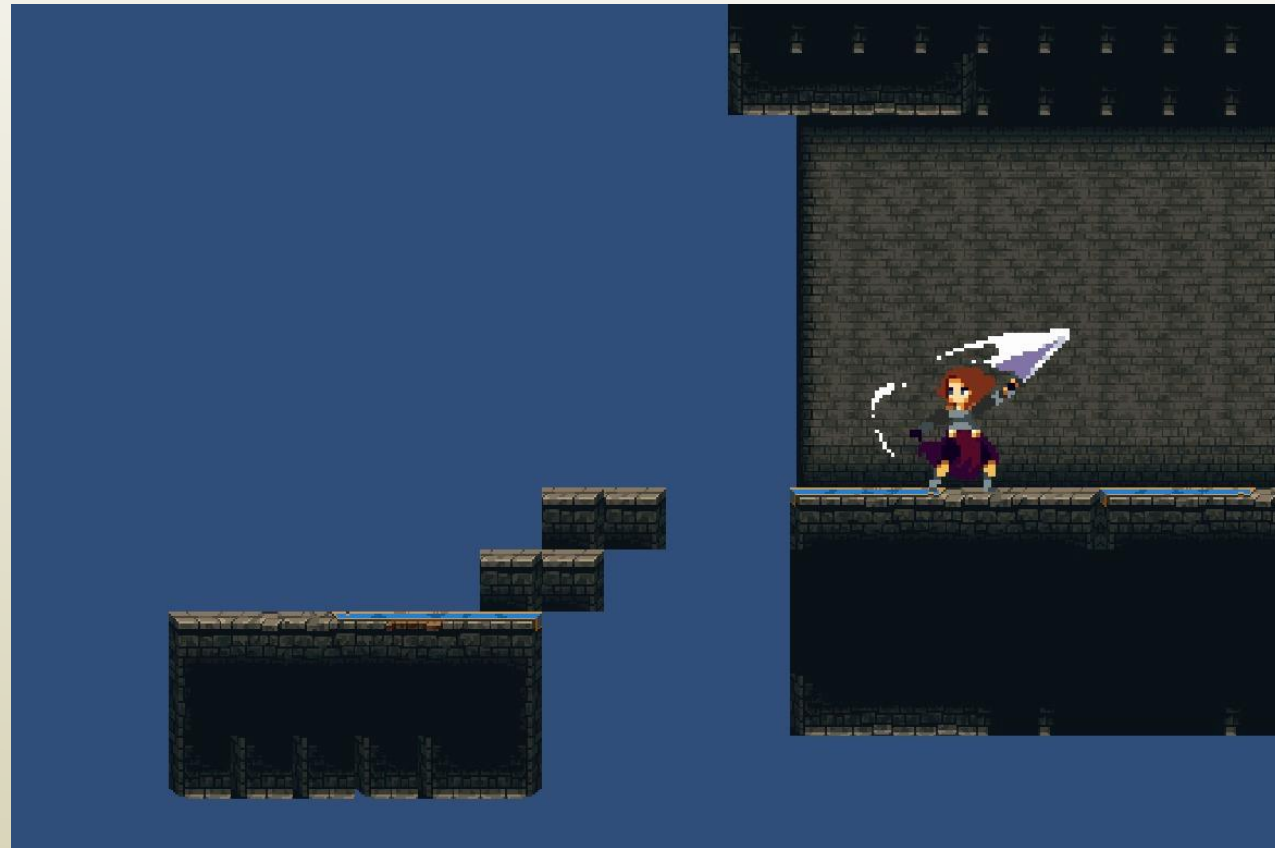
VO1.2 : Voice over

SND1.2 : Sound

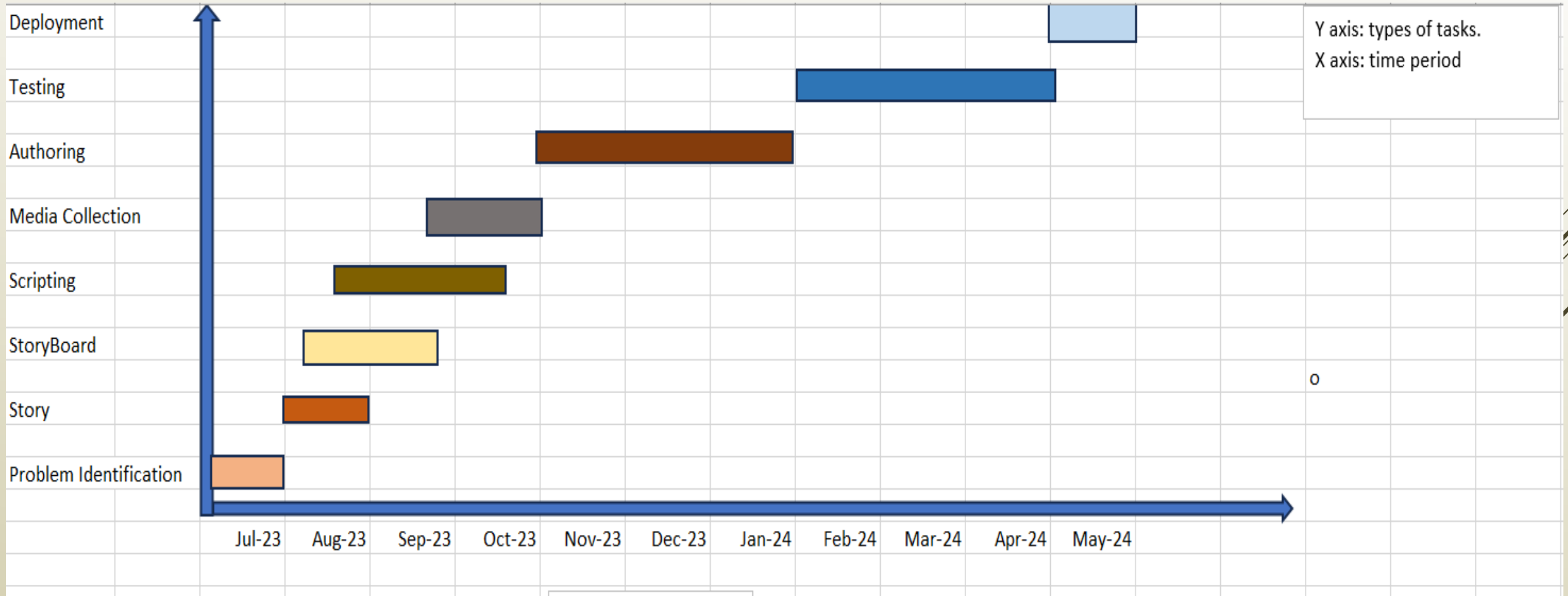BT4.2 : Play Button

SECOND SCENE:

SCREENSHOTS

Initial Stage

Present Stage

PROGRESS CHART

COSTING

Serial Number	Task	Person-Month
1.	Problem Identification	4
2.	Story	5
3.	Story Board	5
4.	Scripting	3
5.	Media Collection	3
6.	Authoring	7
7.	Testing	6
8.	Deployment	7
	TOTAL	40 PM

CONCLUSION

- In conclusion, the development of a multimedia game using Unity has been an exciting and challenging journey, filled with valuable experiences and lessons.

- This project aimed to create an engaging and interactive game that incorporated various multimedia elements, including graphics, audio, and animation, to provide players with an immersive gaming experience.

- The goal of the game is that the players will enjoy and appreciate the game that is created, and that it will serve as a testament to our dedication and hard work throughout this final year project.

- We would like to express our gratitude to our project advisors and the Unity community for their support and guidance throughout this project.