**SYNOPSIS**

In today’s world, people are running behind their desires and dreams. They just want to earn money at any cost, even if they have to compromise on their morals and self esteem. The various factors such as corruption, selfishness, materialistic thinking and money mindedness have made this world a wicked place, which is continuously moving towards the end of this vicious circle. This increasing gap between the “modern generation” and Indian culture and mythology ignited the idea of creating a game based on Indian Mythology.

***Krishna Safari*** is going to be a mythological game, which will be developed for all android users, with android version 2.3 or above. This game will be designed to bring alive the various events in Lord Krishna’s life. The player can play it by being ***Lord Krishna*** himself and therefore understanding something of what life in the spiritual world of ***Lord Krishna*** would be, when we go there. The game will be designed in Unity 3D and the character models will be designed in Blender and makehuman. In this game, a player has to cross certain levels to win. These levels will be based on the facts related to Lord Krishna’s life. These levels will challenge the player’s gaming as well as mental skills. The game can be played all over the world and all the scores will be stored in a centralized database using Oracle, so that a player can get a chance to compare his or her score.

The game is going to be designed in such a way that the entire Krishna saga can be projected as a series of levels showcasing the main objective of the game i.e. “burai par hamesha achhai ki jeet hoti hai” which means in a fight between good and evil, good always win.

Some of the specific objectives behind the development of the game are observed as below:

1. Promoting Indian mythology
2. Challenging and improving mental and gaming skills
3. Providing a joyful learning experience
4. Competition to the players of ages
5. Self development

The game will be feasible from all aspects, whether economical, technical or legal as softwares used for development of this game are open source and easy to use. The characters used in this game are not copied from anywhere and all the scenes are purely imaginary.

As the game is based on the various episodes of Lord Krishna’s life, it’s going to teach the players a chapter of courage, honesty, morals and selflessness throughout the whole gaming experience, taking them closer to Indian culture.