

# The Last Refugee Report

- Our team has developed “*The Last Refugee*”, a game that focuses on disaster management scenarios during natural calamities like Floods, Earthquake, Cyclone, Tsunami, Severe Storms etc..
- Due to time constraints, the current version includes three primary calamities (Flood, Earthquake and Cyclone).

## Gameplay Overview

The game is structured into three unique tasks, each corresponding to a specific disaster scenario:

**1.Task 1:** Surviving a Flood

**2.Task 2:** Surviving an Earthquake

**3.Task 3:** Surviving a Cyclone

- At the start of the game, players are assigned one of these tasks at random. Each task includes a specific challenge that the player must complete within a set time limit. Simultaneously, the game simulates the corresponding disaster, requiring players to devise a survival plan while navigating the challenges of the situation.

## **Objectives and Scoring**

Players are evaluated based on their ability to:

1. Successfully complete the assigned challenge.
2. Implement effective strategies to sustain themselves during the disaster.

Upon completing the game, players usually receive:

- A **score** based on their performance.
- A detailed **summary** of their gameplay, including insights into their actions and survival decisions.

## **Educational Value**

- The primary goal of “*The Last Refugee*” is to raise awareness and educate players on practical survival strategies during natural disasters. By blending engaging gameplay with educational content, the game encourages players to think critically, act swiftly, and plan effectively during crisis situations.

# **Information about the Tasks in the game**

## **Task 1:(Surviving a Flood)**

- **Objective:** The player needs to collect the medicines from the drug store during flood situations within a time limit and reach a safe place in the city to sustain it!!!

- **Game Overview:**

1. The player starts at his/her house at the start of the game and will be navigated to the drug store through arrows.
2. The player can run using the shift button and can jump using the spacebar.
3. We will be generating the flood situation during his/her gameplay and we implemented a health bar so that player can pursue his health at any time and when the health bar reaches zero that will be the end of the game.
4. Whenever he/she reaches the drug store the medicines will be automatically collected and the player must run to survive his/her life .

- **How to win??:**

Run to the top of the mountain and make sure that you have already collected the medicines from the drug store and do this within the time limit of 3 minutes.

- **What if we lose??:**

Nothing to worry about!! We will teach you how to survive wisely during the flood situation through a summary and we will be giving you a score based on your performance so that you won't get disappointed.

- **Things we did to implement this task in the game!!:**

- 1.We took the medicines asset from unity asset store and implemented the drug store using a low poly map.
2. We implemented the flood by raising the water body which is there in the city.
- 3.We also implemented the raining effects (by including clouds) so that the player will be more interested in playing the game.
- 4.Apart from this during the rain we also added the audio clippage for realistic purposes.
- 5.We also implemented a health bar so that the player can ensure his health during the gameplay.
- 6.We implemented the summary of the task from the most famous AI tool “Gemini.”

## **Task 2:(Surviving an Earthquake)**

- **Objective:** The player needs to collect his marksheets from school, but gets hit by an earthquake. His objective is to reach a safe place in the city with his marksheets, within a time limit.

- **Game Overview:**

1. The player starts near his/her house at the start of the game and will be navigated to the school through arrows.

2. The player can run using the shift button and can jump using the spacebar.
3. We will be generating the earthquake situation during his/her gameplay and we implemented a health bar so that player can pursue his health at any time and when the health bar reaches zero that will be the end of the game (this health bar for this level is internal).
4. Whenever he/she reaches the school the marksheets will be collected when he touches it and then the player must run to survive for his/her life .

- **How to win??:**

Run to the stadium - the only open place in the city away from building and out of danger of debris; within the stipulated time to win. If the player is unable to execute this then and is found anywhere else then he/she loses.

- **What if we lose??:**

Nothing to worry about!! You would have now learnt how to survive an earthquake situation and what to do to go to safety! Prompt and right actions are what can save you from such a situation!

- **Things we did to implement this task in the game!!:**

1. We took the marksheets asset from unity asset store and implemented the school using a low poly map.

2. We implemented the earthquake situation by adding shake to environment objects for simulating the feel of the earthquake.

3. We also implemented buildings falling down randomly, adding realism, to pique the interest of the player.

4. Apart from this, during the earthquake, we also added audio clips for realism.

5. We added guidance text boxes on screen in order to educate the player about the situation and make it more interactive.

### **Task 3:(Surviving a Cyclone)**

- **Objective:** The player needs to collect the notepad which will be present at school in the city during a heavy cyclone situation within a time limit and return back to the home!!!.

- **Game Overview:**

1. The player starts at his/her house and will be navigated until the school through the arrows .

2. Whenever the player reaches the school he/she should collect the notepad.

3. We will implement strong winds which reduces the player speed than his original speed and he/she can use the shift button to run and spacebar to jump.

4. The player should return to his/her home after collecting the notepad and this should be done within a time limit of 3 minutes.

5. The player should make sure that he/she must not walk near windmills, trees and street lights during this gameplay so he/she can achieve a safe win!!!.

- **How to win??:**

Return to the house by collecting the notepad from the school area during a heavy cyclone!!, achieve this by using the time limit efficiently and by following the safety measures like not staying or walking near trees, street lights and windmills.

- **What if we lose??:**

Nothing to worry about!! We will teach you how to survive wisely during the cyclone situation through a summary and we will be giving you a score based on your performance so that you won't get disappointed.

- **Things we did to implement this task in the game!!:**

1. We took the notepad asset from unity asset store and implemented the school using a low poly map.

2. We implemented the cyclone situation by creating wind effects which throws the player in the direction of the wind and also reduces the player speed.

3. We also implemented the raining effects (by including clouds) so that the player will be more interested in playing the game.

4. Apart from this during the rain and wind we also added the audio clippage for realistic purposes.

5. We implemented the tilting of trees, windmills and street lights using different creative animations!!.

6.We also implemented different tags and proximity areas for the trees,windmills and street lights so that when the player suddenly enters their vicinity it shows a warning to avoid walking near them.

7.We implemented the summary of the task from the most famous AI tool “Gemini.”

## **Contributions:-**

### 1. Aryan Chauhan

- Worked on task 2
- Designed the main menu scene and image
- Worked on the objectives ,control page and the exit scene.
- Worked on the timer inside the game.

### 2. Akshat Kumar

- Helped with objective page
- Decided music for various pages
- Worked on creating shaking of environment during earthquake
- Worked on buildings falling down and sound effects in task

### 3. K.V SriKrishna

- Worked on setting up github for the unity project.
- Worked on making the map of the city.
- Worked on making the terrain(mountains and lake) .
- Added flood logic and water shader to the task1.
- Worked on cyclone animations in task3.
- Worked on marksheet collection logic of task3.
- Worked on the game logic of the task3.

### 4. P. Raghavendra

- Worked on setting up github
- Worked on making the map of the city.

- Worked on placing the arrows in task1 and task3.
- Helped in implementing task3.
- Worked on tree animations in task3.
- Implemented randomised game control flow.

#### 5. Anvay Joshi

- Worked on overall integration of project screens, navigation and gameplay.
- Worked on assets :- House asset, clouds and minor effects (door opening/closing)
- Worked on Task 2 - Earthquake scenario - winning losing logic , gameplay, etc.
- Implemented logic of object collection and location based sensing for win game/lose game logic.
- Worked on fonts and aesthetics.
- Worked on scene navigation and flow of game.
- Assisted in finalizing sounds and other aesthetics.

#### 6. B.N.A.B SaiKrishna

- Imported player asset and other collectible assets (raincoat, torchlight, medicine)
- Implemented player animations (walk, jump, run etc)
- Worked player interaction with the existing animations in home
- Implemented logic for collection of collectibles in task 1.
- Worked on rainfall effect and thunders effect simulating thunder storm for task 1 and task 3.
- Worked on logic for game completion in task 1.
- Implemented Gemini API for evaluating the player's performance based on the final state of the player at the end of the game in task 1 and task 3.

### **Gameplay Screenshots:-**



*Homepage*



*Gameplay and Controls Page*

# Objective

You are in urgent need of medicines, you need to visit the pharmacy and collect them at any cost.

The weather outside is very cloudy and there is some lightning too... use necessary precaution and come back with the medicines.

I'm Ready

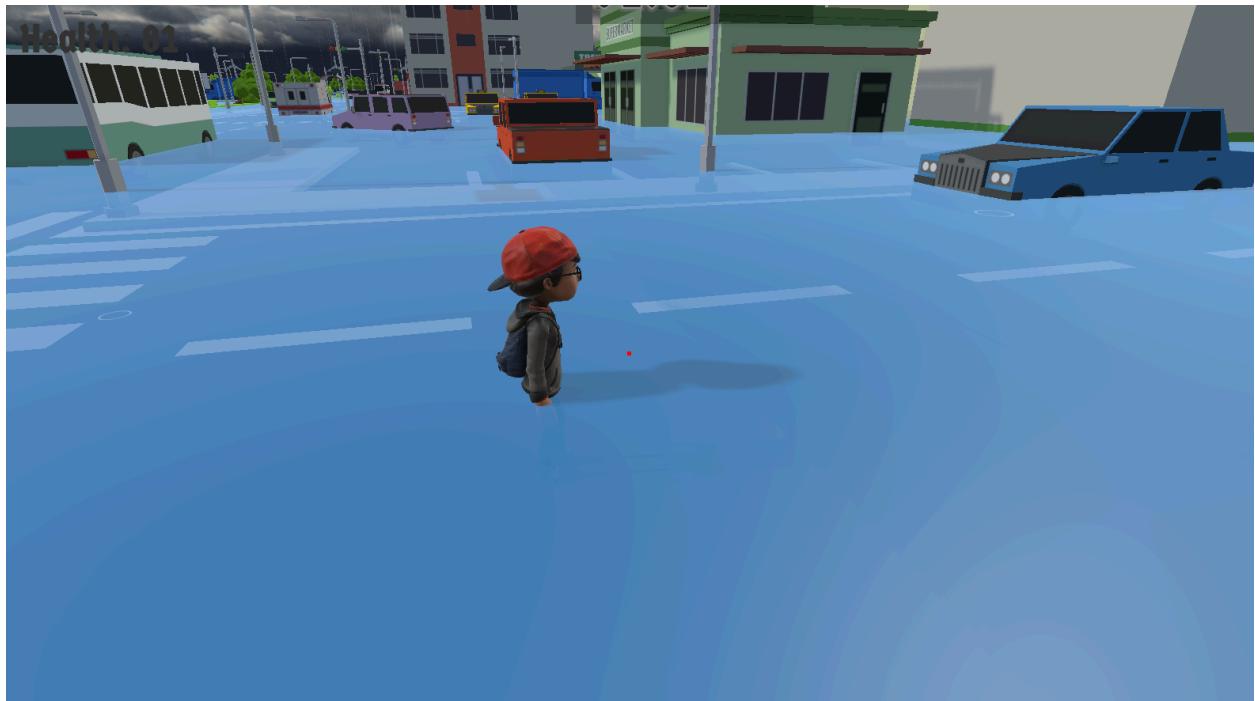
Objective page ( we have two more objective pages that are generated randomly )



In-game scene simulating rain and harsh winds.



*In-game scene simulating earthquake and buildings collapsing to earth.*



*In game scene showing player submerged in water.*

# Game Over

Score: 40/100

- \* Good job on maintaining your health at 100! That's crucial in any survival situation. Your time management skills are commendable, with 142.7352 units remaining shows efficiency.
- \* However, the lack of essential supplies like a raincoat, torch, and most importantly, completing the medicine collection task significantly hampered your performance in this adverse weather condition.
- \* Consider this: a raincoat would have protected you from the elements. A torch would have improved visibility. Completing the medicine task, despite the challenging conditions, is vital for mission success.
- \* Next time, prioritize gathering essential items even during emergencies. Even if your health is good, external factors such as weather could impact the outcome of the task.
- \* Remember, preparation is key! Planning for unexpected events will significantly improve your chances of success in future scenarios.

[Restart](#)

[Quit](#)

*Ending Screen with score*

*Resources used :*

- <https://youtu.be/Z6MFqlzOHKO?feature=shared> - Gemini API Integration.
- Stack Overflow and Chat GPT.
- Unity Asset Store, Meshy, Sketch Fab - for assets in the game.