**Overview:**

**-**Our group planned to make an adventure game in Unity named Garen. There will be a hero named Garen in the game, and his purpose will be to prevent the planet from being destroyed by monsters. Moreover, we will utilize computer programming basics and C# coding language to build this game. Finally, in order to attract a large number of players, the game will be distributed on both the iOS and Android platforms.

**Motivation:**

-For starters, Garen may assist players in improving their problem-solving abilities when combating enemies. Moreover, it can also help individuals to improve their auditory awareness and hand-eye coordination. Last but not least, they can play this game to relax after a stressful studying or working day.

**Description:**Our group intends to do the following steps to create the game's model:

1. Practising and gaining necessary knowledge about the C# coding language C# coding language.

2. Learning and acquiring useful information about the basics of computer programming for Unity development.

3. Making and configuring a Unity project to build Garen.

4. Designing the pictures of items, monsters, and the appearance of the hero, a burly warrior with sturdy armor and a keen sword.

5. Adding empty scenes in which the battles will happen.

6. Using Sprite to make a GameObject

7. Making adjustments to GameObject and saving them

8. Creating and decorating maps of multiple levels to make the game more attractive to gamers

9. Creating the story of the hero

10. Making conversations between the NPCs and the hero in order to make the game more vibrant and enable gamers to gain useful information about the world in the game.

11. Adding variables to the hero and enemies in the game.

12. Making rudimental tutorials in order to help new players to understand the basics of the game.

13. Generating available awards for players once they defeat monsters and complete a level.

14. Utilizing the C# coding language to make and vary the movement of Garen, NPCs, and monsters in the game

**Tools and Technologies:**

- Our group plan to use several tools and technologies in order to create Garen. For starters, we choose Unity since it is a well-known and popular game creator. Furthermore, its user-friendly design makes it simple for us to use. Moreover, it also offers users a variety of resources such as accessible assets and free courses for beginners. The C# coding language is the second tool since it is used to create all motions and interactions of many games. Finally, we will utilize art production software in order to create and decorate digital arts and images for Garen.

**Skills Required:**

-Having necessary knowledge about Unity.

-Knowing essential C# programming skills.

-Having requisite skills for drawing and designing artworks and graphics for each component of the adventure game utilizing art creation software

- Having essential knowledge of systems of 3D/2D games

- Having necessary teamwork skills.

**Outcomes of the game:**

-The first outcome comes from gamers and streamers who will play Garen on online video sharing applications and social platforms

-The second outcome may relate to commercials in the adventure game.

-The third comes from selling items and outfits to gamers.

-The fourth may come from selling Garen to individuals through online retailers like App Store and Google Play.