



**Parshvanath Charitable Trust's**  
**A. P. SHAH INSTITUTE OF TECHNOLOGY, THANE**  
**(All Programs Accredited by NBA)**

**Department of Information Technology**



# **A 3D Storyline Using Unity Game Engine**

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**Project Guide**

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# 1. Introduction

- Problem Identified -

Indian culture has played an important role in molding our lives. Now-a-days our new generation is steering a course towards Modernization and western culture and we can see lack of interest in Indian Culture and Mythology in our younger generation.

- Solution Proposed -

To overcome this problem we will develop 3D video game that will introduce youngsters to Indian Mythological Concepts in a interactive as well as fascinating way.

## **2. Objectives**

1. To build a video game involving the Indian Culture.
2. To involved youngsters in Indian Culture in an entertaining way.
3. To build 3 dimensional visual world with high graphics.
4. To create an exciting game scenes and animations using Unity3D and After Effects.
5. To achieve perfect efficiency in creating 3D modelling using blender
6. To create ,edit and restoring audio using Auditions.

### **3. Problem Definition**

The young Indians more obsessed with the latest trends of globalization.

To overcome this problem we have implemented a solution in which 3D game will be made to increase youngsters involvement in Indian culture and Mythology in an interactive as well as in fascinating way.

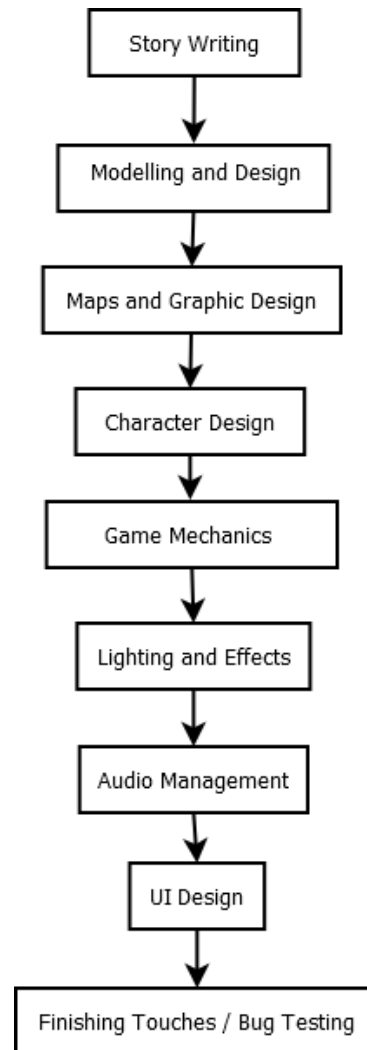
## **4. Technological Stack**

1. Unity 3D : To build game scenes.
2. Blender/Maya : To create 3D models.
3. Photoshop/Illustrator : To edit the models used in game.
4. Audition tool : To create or edit the audio.
5. After Effects tool : To give an animation.

## **5. Reviews and Suggestions**

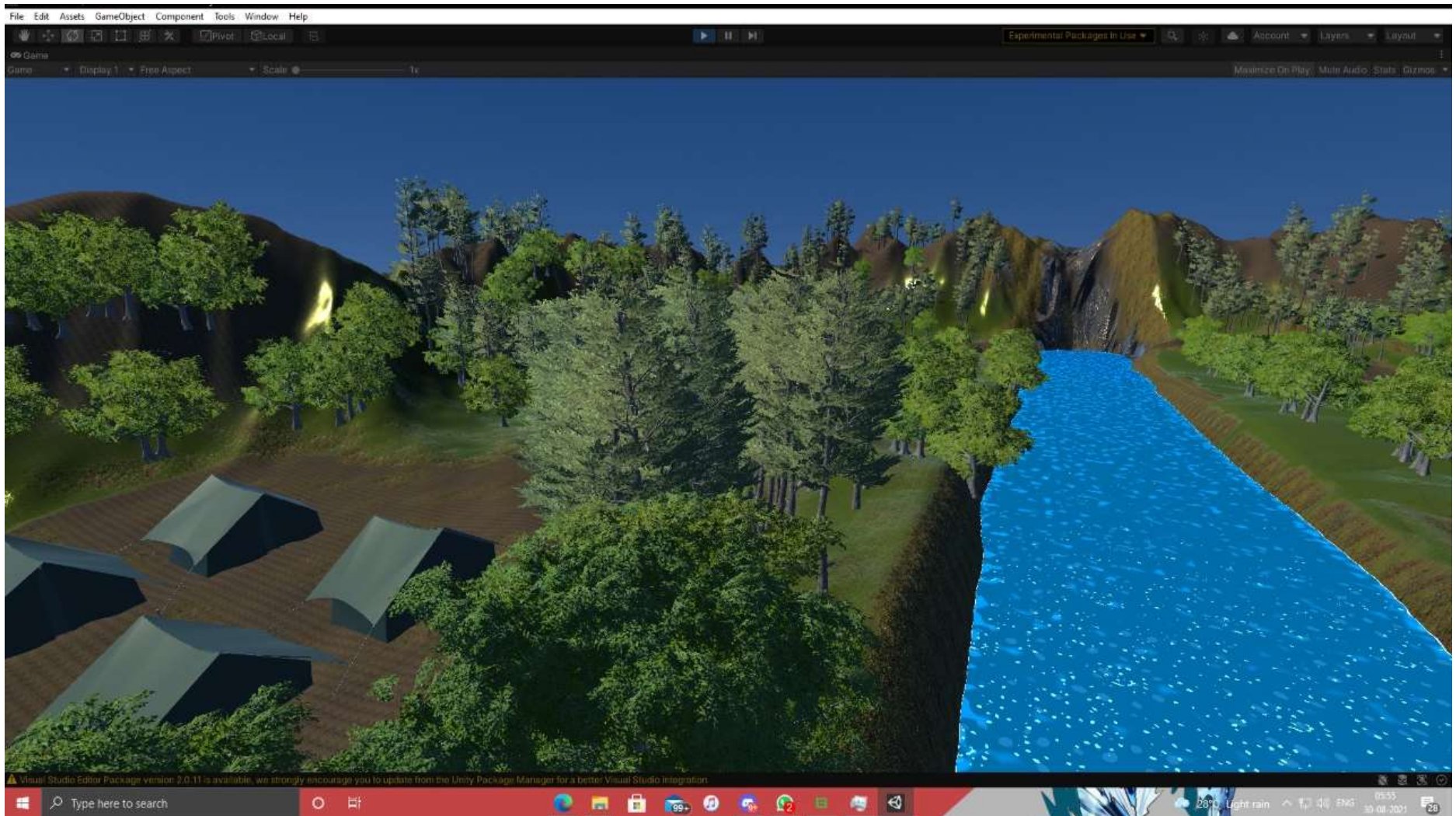
1. To work on the title of the project.

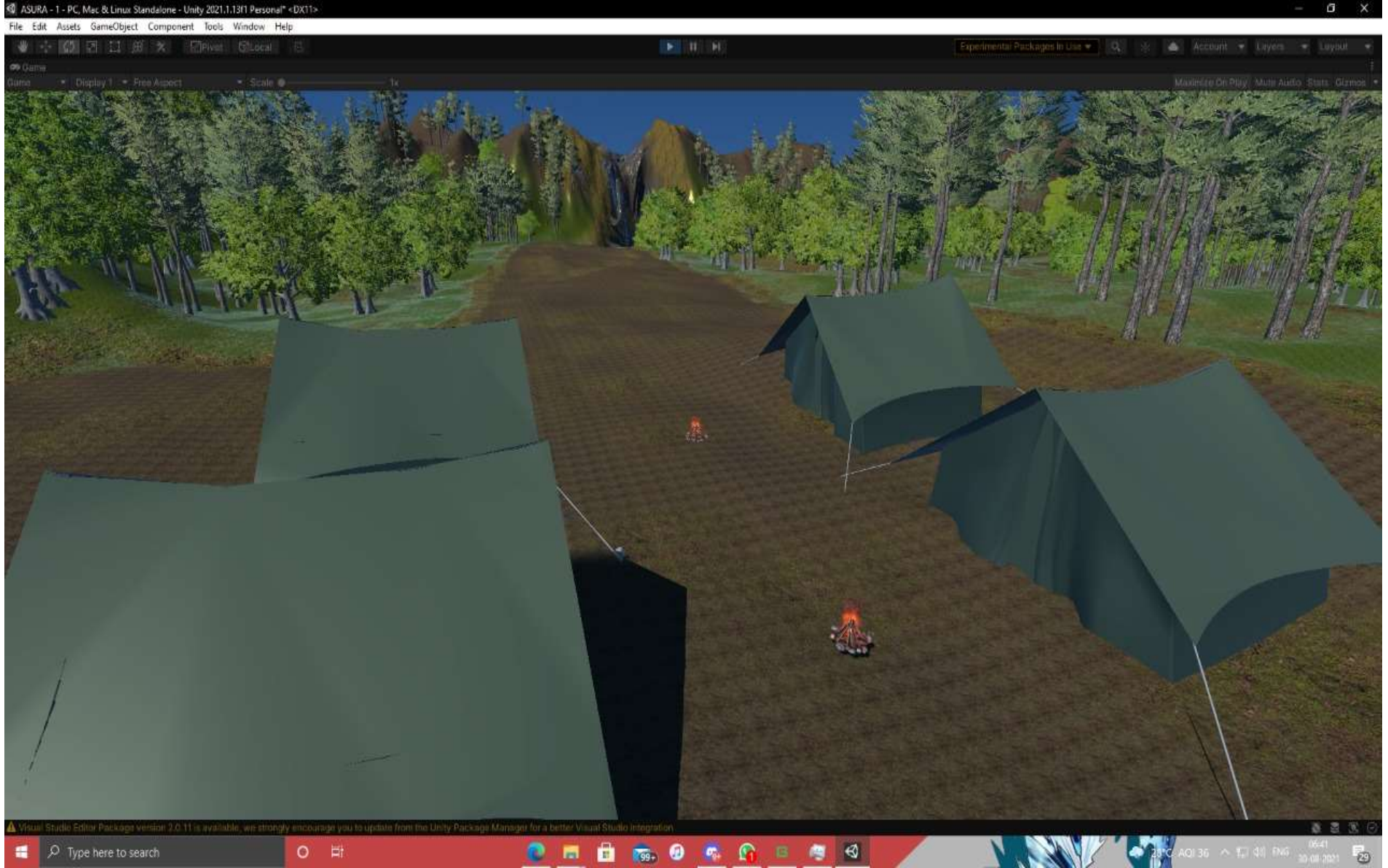
## 6. Proposed System Architecture/ Working



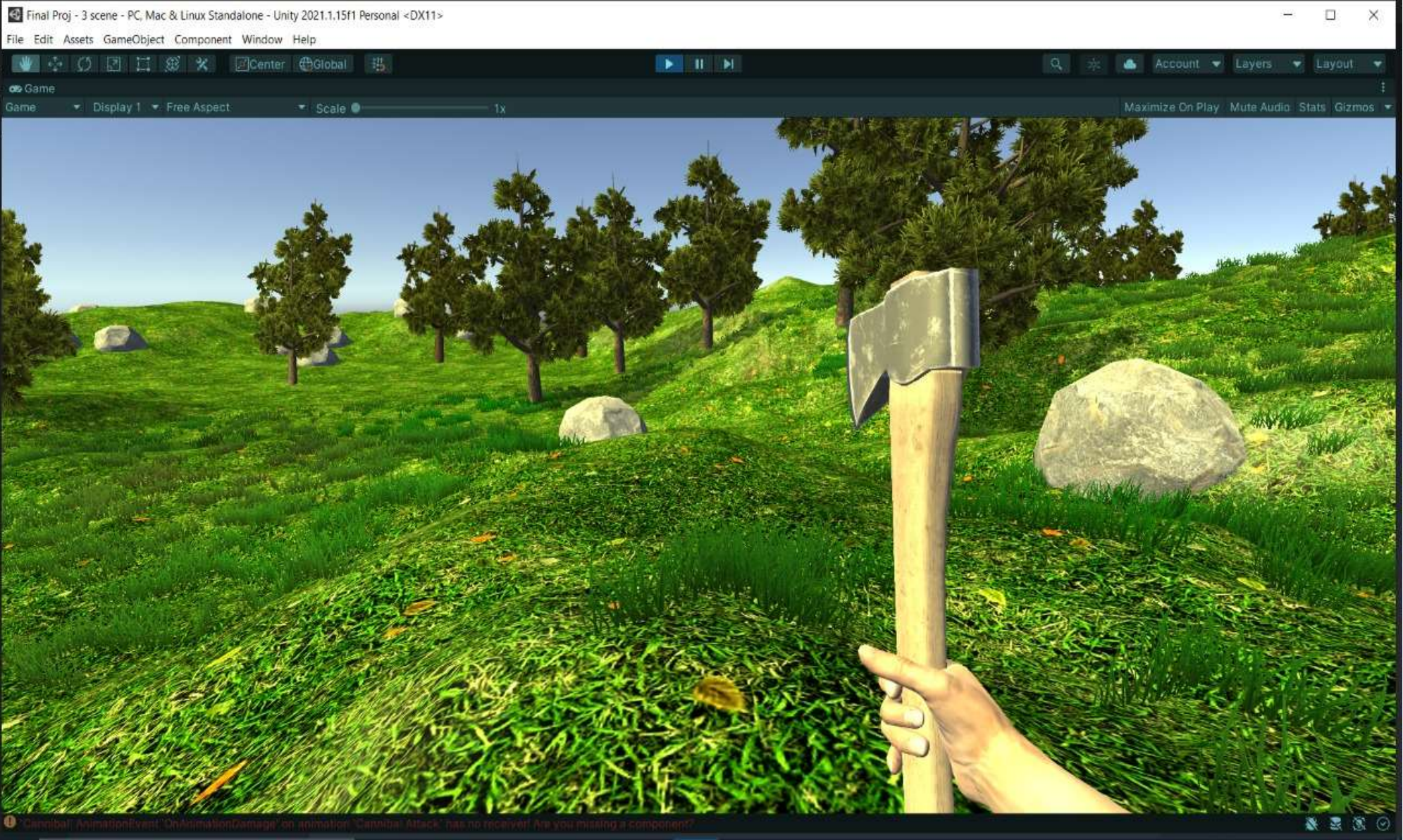


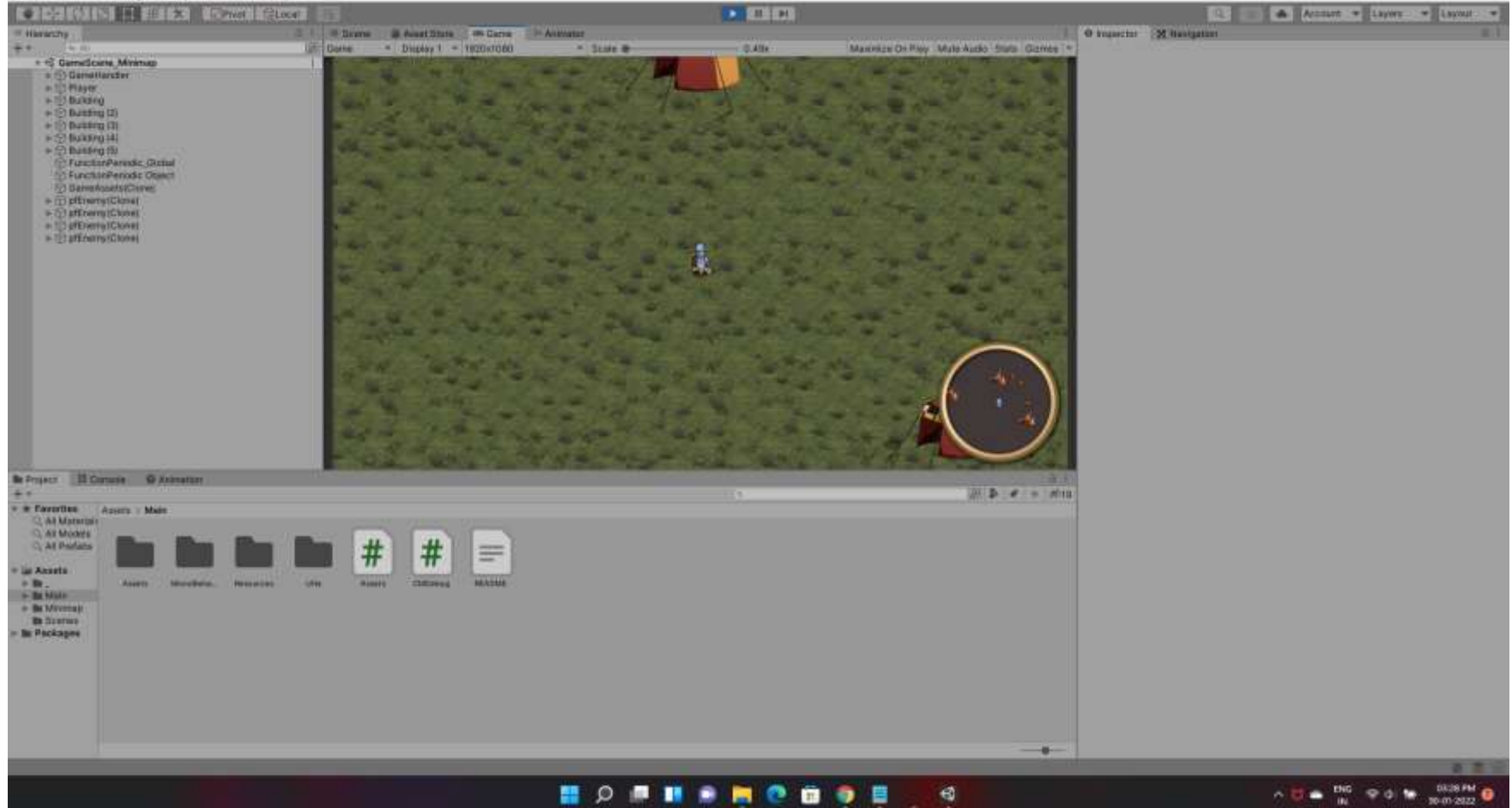
## 7. Prototype Design Demonstration













## **8. Implementation Status**

1. Done with 1<sup>st</sup> level scene
2. Done with player and enemy script
3. Done with the player health bar system
4. Done with the Inventory GUI
5. Done with the cutscenes
6. Done with the minimap
7. Working on level 2 and level 3

## **9. Status of paper draft and targeted conference**

1. Research paper has been approved by guide and submitted in IEEE conference.

Thank You...!!