

A Synopsis on

Asura: The StoryLine

Submitted in partial fulfillment of the requirements of
the degree of

Bachelor of Engineering

in

Information Technology

by

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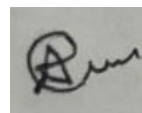
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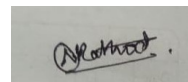
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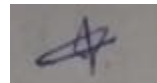
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ABSTRACT

The desire for video games with compelling narratives and storylines has risen in the contemporary technological era. E-sports has grown in popularity, and many players have found success in streaming and tournaments. This paper discusses a single-player game with a tale based on Indian folklore. The goal of this article is to pique the interest of children and teenagers in Indian culture by depicting it as a video game. According to studies, more than 90% of children play or have played video games. It has the potential to be an extremely powerful technique of disseminating information if used correctly. This allows us to create a Mahabharata-themed video game that would pique gamers' interest in the epic tale. It's an enjoyable game that was created with operating systems like Windows in mind. While playing the shooter game, a player can learn about Indian mythology and tackles to the difficulties that are provided in the game. The game interface was created with Unity3D Game Engine, while the 3D characters were created with Blender.

INTRODUCTION

With the new emerging technology, the gaming industry has been growing rapidly. The demand for computer games has become accepted by teenagers as a popular or well-liked kind of entertainment. A storyline game is one where players work with each other to tell a narrative plot. Storytelling and narrative can be just as important as realistic graphics or even gameplay. Storyline games allow the player to feel more immersed in the game by simulating being in the real world. There was a time when hundreds of adventure games were on the market, but today's new generation of 3D games is making a significant contribution to the industry. This project is about a unique storyline based on the Mahabharata, an Indian mythological story. The player is immersed in the entire experience, encountering the main character and sharing his or her setbacks. A 3-Dimensional format was used to create this game. This means that your entire game play will take place in first person perspective with a 3D interface. This is a complete strategic game with different stages in which the main character must conquer all barriers and solve puzzles to proceed to the next level. All of the puzzles are elaborately associated with major events in the Mahabharata. This will result in engaging the younger generation in Indian culture.

OBJECTIVES

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

LITERATURE REVIEW

Year	Author	Methodologies	Findings
2020	Nithiyaa Muniandy, Sathya Manoharan, Kohilah Miundy	Providing prototype of game development	How the game development cycle has been used while developing the game and also how to engaged gamers into learning via problem solving skills
2020	Aditya, Anitha M	Conveying the necessity of blender software	How blender can be useful in creating 3D Models and how it supports animation feature which plays vital role in most of the 3D games.
2018	Pa.Megha, L.Nachammai, T.M.Senthil Ganesan	Developing a 3D game using Unity Game Engine	First person shooter game including quizzes that helped to promote education.
2018	Baradaran Rahimi F, Kim B, Levy R.M, Boyd J.E	Understanding historical concepts based on certain events	How can we provide learning potential via game.
2017	Ismail Buyuksalih, Serdar Bayburt, Gurcan Buyuksalih, A.P.Baskaraca	Use of 3D modelling in Unity Engine	How Visualization can be achieved using Unity Engine.
2014	Brent Cowan, Bill Kapralos	Functionalities of Unity Engine	How various functionalities can be used for various operations.
2012	Jigming XIE	Introducing main technology characters of Unity3D	How the Unity3D component model is and how would be the game project hierarchy
2011	Matthias Labscutz, Katharina Kroschl	Use of Maya software	How this software can be used as 3D Modelling , Animation tool.
2011	Ken Hartsook, Alexander Zook, Sauvik Das, Mark O.Riedl	Introducing story of Gameplay	How story can be generated and how to provide game world that is functional and supporting each player's play style.

PROBLEM DEFINITION

Indian culture has played an important role in molding our lives. Indian culture is one of the most ancient cultures of the world. The puranas deal with the stories that are old and do not appear in the epics. They contain legends and stories about the origins of world, and the lives and adventures of a wide variety of gods, goddesses and mythological creatures like Asuras, rakshasas, etc. They contain traditions related to ancient kings, incarnations of God. Nowadays 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. The young Indian is more obsessed with the latest trends of globalization. To overcome this problem we have implemented one solution in which high graphics 3D game will be made to increase youngsters involvement in Indian culture and Mythology in an interactive as well as fascinating way.

PROPOSED SYSTEM ARCHITECTURE/WORKING

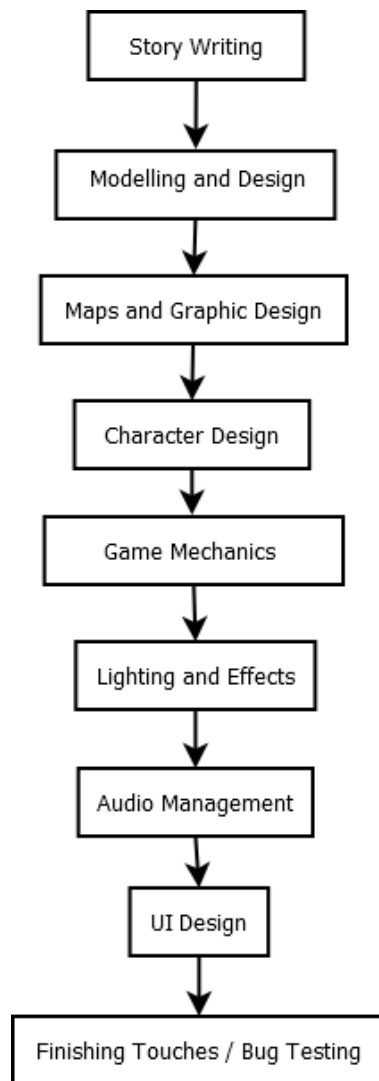


Fig 1: Proposed Architecture

DESIGN AND IMPLEMENTATION

A) Design Implementation:

The levels designed with the help of unity3d software.

Step 1: Selection of template:

The selection of template taken into consideration as per your requirements.

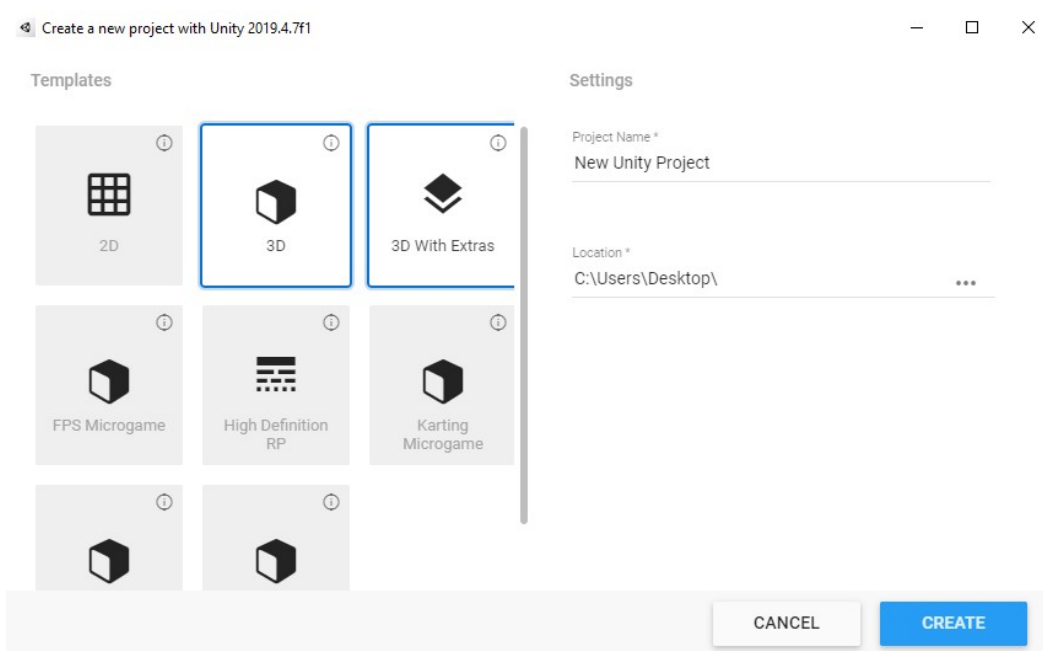


Fig 1: A Template

Step 2: Create a new scene from new scene dialog:

You can create new scenes to manage your template

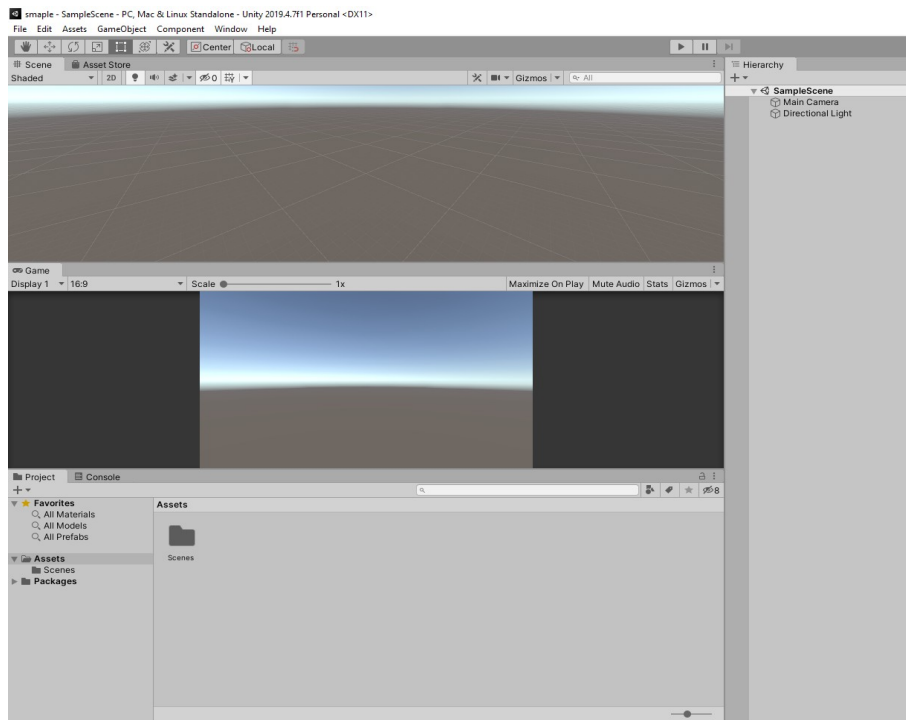


Fig 2: New scene

Step 3: Creating a terrain:

To add terrain game object to your scene, select GameObject>3D Object>Terrain.

The inspector window of terrain provides number of features

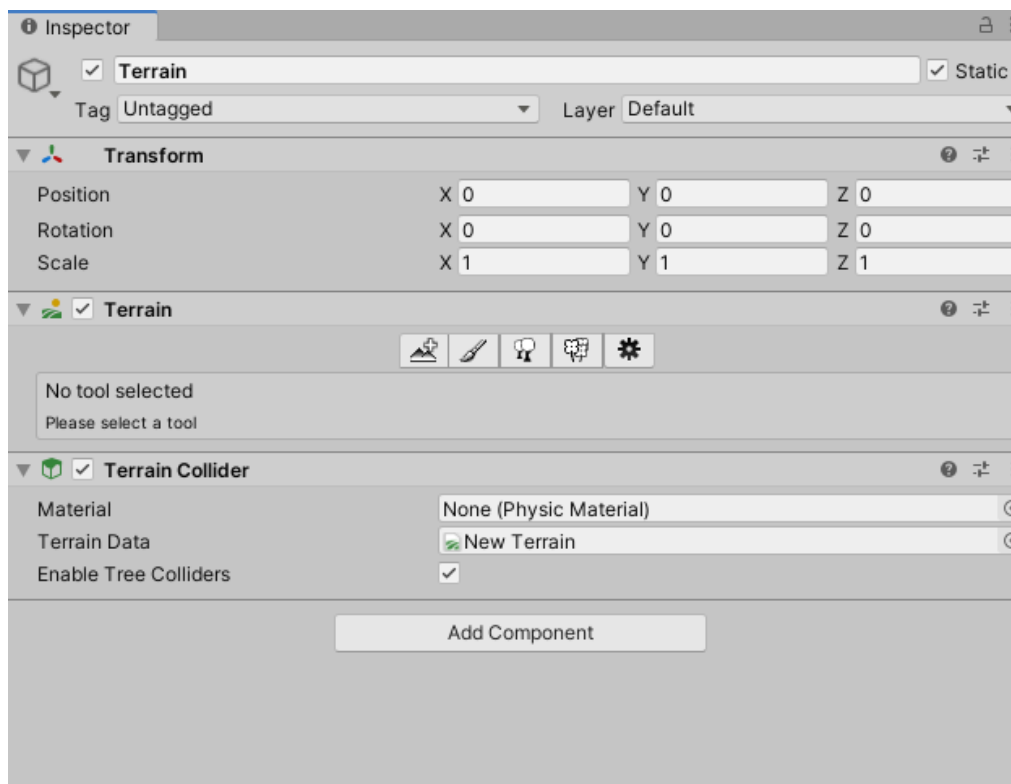


Fig 3: A Terrain inspector

This contains toolbars to edit the terrain. It provides multiple features to make your terrain more responsive.

- 1.Create terrain tiles
- 2.Design and paint terrain.
- 3.Add trees, fogs.
- 4.Add the details or objects such as grass, river, flowers.

Step 4: Creating a neighbor terrains

This is done because your adjacent terrain tiles can be done quickly.

To do so, Select Create neighbor terrain from the terrain toolbar

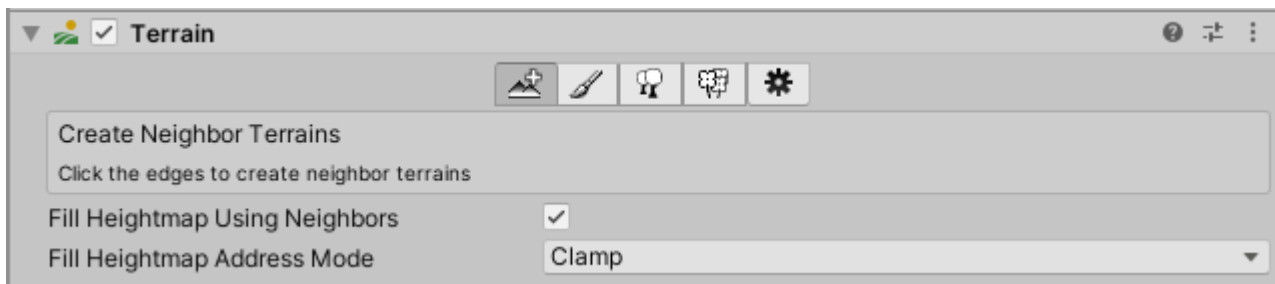


Fig 4: A Neighbor terrain inspector

After accessing to this features we get the final overview of terrain as given below:

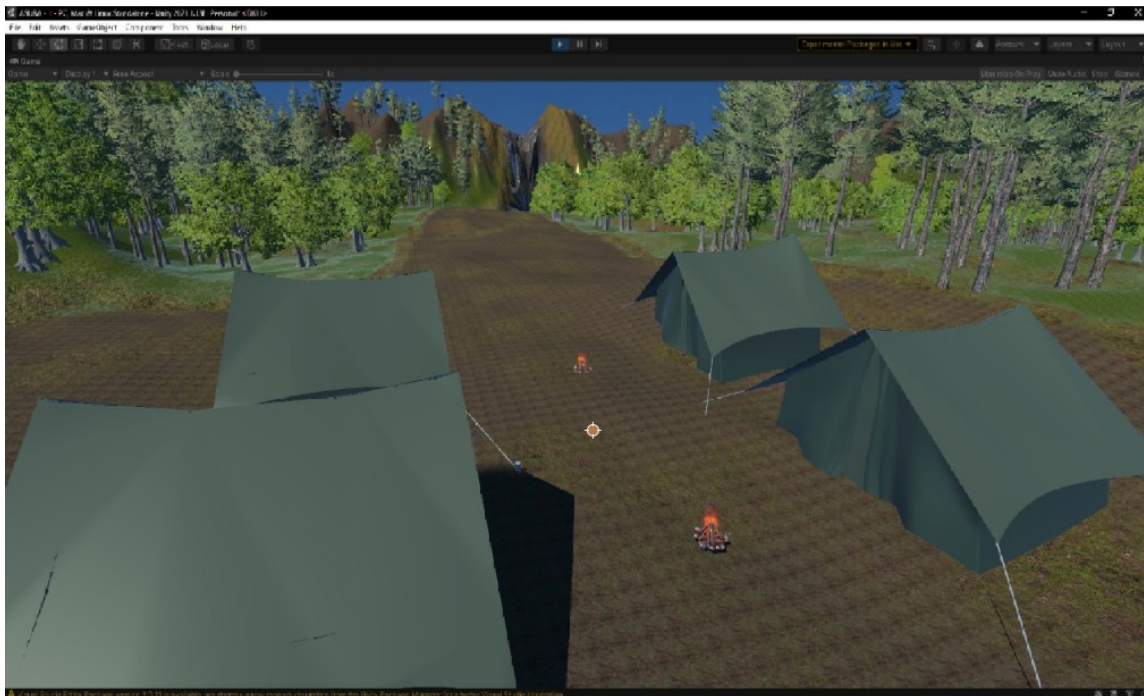


Fig 5: Final terrain

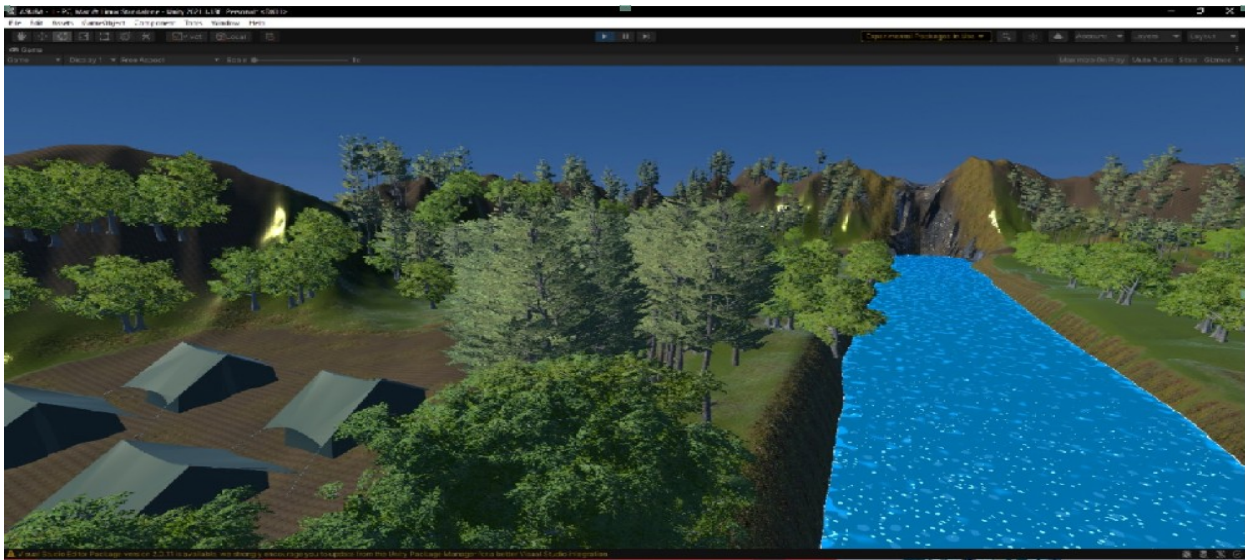


Fig 6: Final Terrain

SUMMARY

The main storyline of our game is based on historical concept. Enemies have once again taken over the world and it's up to the main character to save the world. To do so he must have to return the Lord Krishna's peacock feather to its original place which is deep inside the temple which he has to enter by solving many puzzles /mysteries and also by fighting enemies side by side which are there to stop him from doing so. The clues to the puzzles/mysteries would be shown through parts of Mahabharata by taking the character in past and reliving some scenes of Mahabharata. Thus, entering deeper and deeper into the temple he would fight the main villain and return the feather to its original place and then light spreads everywhere and Enemies are defeated.

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