**Title:** POTS (pirates of the sea) online mobile game

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POTS is an engaging mobile game designed for adolescent gamers, offering both online and offline modes. In offline mode, players navigate a path while avoiding obstacles, controlling the character to prevent falls. As the score increases, the running speed automatically accelerates, adding to the challenge. The online mode enables multiplayer connectivity, allowing more than one player to engage simultaneously.

The game enhances gameplay mechanics such as obstacle avoidance and multiplayer interaction, ensuring sustained player engagement and satisfaction.

Developed using Unity, POTS incorporates various Unity tools, including “Cinemachine” for virtual camera tracking, “Unity Netcode for GameObjects” for online connectivity, and “Unity Multiplayer” to support two or more players. The game is hosted within the “Unity Environment,” and sound effects are managed through the Unity audio controller. Character models, provided by the Maximo website, are imported as FBX files.

During development, 4 to 6 platform plates were designed with specific physical properties, with a C# script ensuring that previously crossed plates disappear and new ones appear ahead of the player, maintaining the endless running path. Once movement, animation, camera tracking, and networking modules were completed, the main menu and scene indexing were implemented, followed by testing and maintenance.

POTS effectively integrates offline obstacle-based gameplay with online multiplayer functionality, offering seamless character control, dynamic environments, and engaging multiplayer interactions. Utilizing Unity’s robust tools, the game delivers an immersive and continuously challenging experience for its players.