

Computer Engineering Department

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UNIVERSITY OF MUMBAI

Academic Year 2021-2022

Synopsis on
Faraway Epics
Submitted in partial fulfillment of the degree of
Bachelor of Engineering(Sem-3)
in
Computer Engineering
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Under the Guidance of
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FarAway Epics

A 2D
historic
game

OUR TEAM



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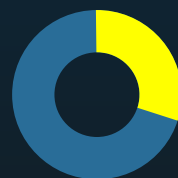
Abstract

- Entertainment is one of the most important aspects of one's life. Therefore we intend to create such a game that would be entertaining and informative. Our game would be based on multiple historic warriors who gave their soul fighting for their creed and their birthplace. This game would be a 2d side scroller made with the help of languages like C,C++, Java, Html and additional software like unity and adobe animate. The idea of the game is to portray the story of the historical legends in a simple way which is understandable by the students and peers of all standards.

OUR TARGET



Our game will mainly
target children and
young adults



30%

An estimate
of 400
million
gamers in
India.

There was an
estimated 30%
increase in
mobile games
player base
in India from
2018 to 2020.

Problem Statements:

- Video games are often only considered a source of entertainment and not information.
- Video games shape young minds and often, not in a good way.
- There are about 400 million people playing video games in India any time.
- Historic figures of our nation are often not portrayed properly.
- Audio Visual media are not used effectively to convey a story.

Objectives:

- Learning game and animation engines like unity and adobe animate in order to make the game quality more desirable and fun to play.
- Designing the perfect story which is more understandable and specific knowledge imparting through the use of digital media.
- Making the game flow as easy as possible including the obstacles and the controls(specifically character controls without any bugs).

Scope

Nizam-Ul-Mulk

Nizam and his story to became deccan ruler and his allied with Sambhaji Maharaj to fight against Peshwa Bajirao

Maharaja Chhatrasal Bundela

Chhatrasal's story of how he met peshwa bajirao

Bajirao Peshwa

Peshwa Bajirao's story of how he became the greatest peshwa to ever live and his endless conquests.

SWOT ANALYSIS

S

STRENGTHS

Knowledge of
video games

W

WEAKNESSES

Its easy to
over shoot

T

THREATS

Platforming
details

O

OPPORTUNITIES

To make something
memorable

Benefits to society/environment and application:-

A new way to
learn history

Increases a
child's curiosity

Entertainment

Informative.



Existing systems:

- The game name "Blazing Bajirao" by Eros Now.
- It is a mobile game made to promote their web series.
- Here are some images of the game: -

Faraway Epics

A game based on true
stories.

A Flowchart:



Technology Stack

- HTML and CSS for front end web development.
- Unity: it gives us ability to create game and experience in 2d.
- C# as it is a huge part of unity and helps in improving the scope of the project.
- Adobe animate for animation and designing characters.

Project Design

Proposed system module:

- Visualization.
- Gathering information.
- Game/Scene design.
- Learning Unity, Asperite, Photoshop.
- Start building game simultaneously.
- Refine your concept.
- Test your game.
- Bug fixes.

MODULE-1: Visualization

- . Before starting with the actual execution, visualizing the whole game flow of the game is necessary.
- . Considering all the aspects of the game i.e From giving the looks to the character to proper representation of the character.
- . Now coming to the topic, As it is going to be ancient game which actually portrays true events happened in the past in the life of Bajirao Peshwa, We have decided to make the 2d representation of the character as close as it could get to the real one to give an utter feeling of the character.

MODULE-2: Gathering information

- . Now after visualizing and having a suitable idea of the flow, we need resources to work with and to properly execute the visualized idea, We need information.
- . For making a game, We needed to choose programming language and after some research we found to be suitable with c#.
- . For references of characters, we searched for 2d pixelated models closely representing the role model for the game i.e Bajirao Peshwa.

- . In order to start the assembly of the game, We choosed unity as our game engine due to its ease of use.
- . We searched for another instance of the game similar to what we are building and were able to find one as shown in the above slides.

MODULE-3: Game/Scene design

. For Game design, we have been using unity. For character design, we have been using Asperite and for making background and stuff, we have been using Photoshop.

MODULE-4: Learning Unity, Asperite, Photoshop.

- . Learning Unity, Asperite, Photoshop from reading modules, reading articles and with the help of youtube
- . Practicing the stuff by simulataneously learning from the sources
 - . Unity:-for creating the game
 - . Asperite:-for creating 2d models
- . Photoshop:-for creating backgrounds and various themes

MODULE-5: Start building game simultaneously.

- . Building the game along side learning on how to bring the game into existence is the purpose of the module.

MODULE-6: Refine your concept

- . Finding the spots in the game that would need improvement in both fields i.e code wise as well as visual wise.
- . Making the game by refining it to produce the best results possible.

MODULE-7: Testing the Game

. After importing all the files and connecting all the modules, Clicking on the run button would give us the desired result(hoping for a goodresult)

MODULE-8: Bug fixes

- . After completing the first execution, some problems would occur.
- . To execute the game, we must work on them to have a smooth gameplay.

PROJECT IMPLEMENTATION

Character movement

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Parallax : MonoBehaviour

{
    private float length,startpos;
    public GameObject cam;
    public float parallaxEffect;

    void Start()
    {
        startpos=transform.position.x;
        length=GetComponent<SpriteRenderer>().bounds.size.x;
    }

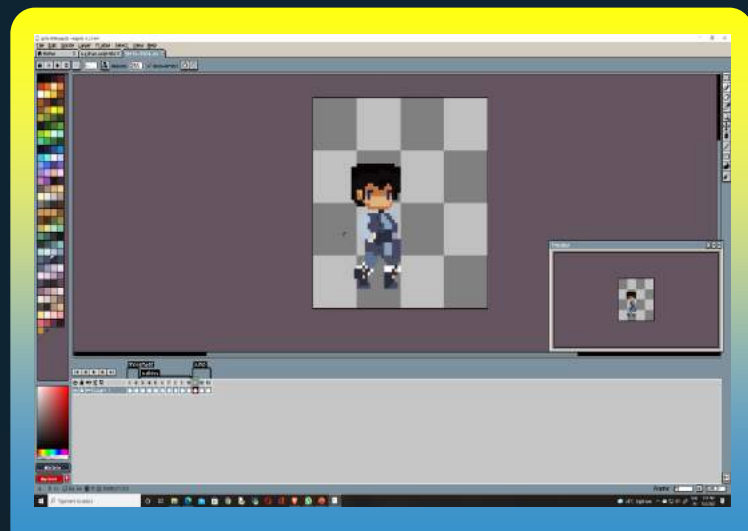
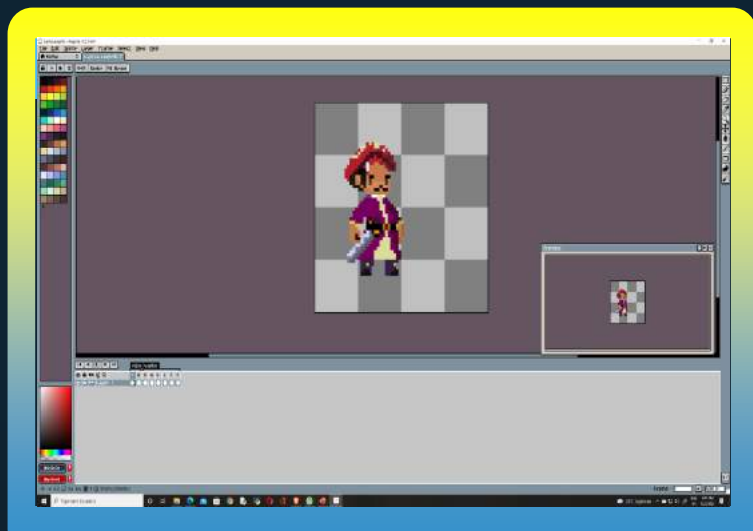
    void FixedUpdate()
    {
        //float temp=(cam.transform.position.x*(1-parallaxEffect));
        float dist=(cam.transform.position.x* parallaxEffect);
        transform.position=new Vector3(startpos+dist,transform.position.y,transform.position.z);
        //if(temp>startpos-length)startpos+=length;
        //else if(temp<startpos-length)startpos-=length;
    }
}
```

Parallax
code

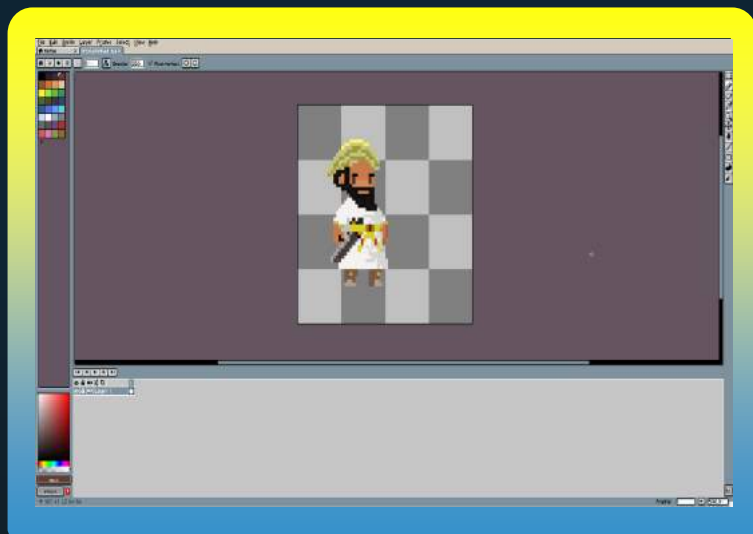
```
public float MovementSpeed =1;
public float JumpForce = 1;
[SerializeField] private float speed;
private Rigidbody2D body;
private Animator anim;
private bool grounded;
private float JumpTimeCounter;
public float JumpTime;
private bool isJumping;
public Transform feetPos;
public float checkRadius;
public LayerMask whatIsGround;
private bool isGrounded;
```

Global variables in
our code

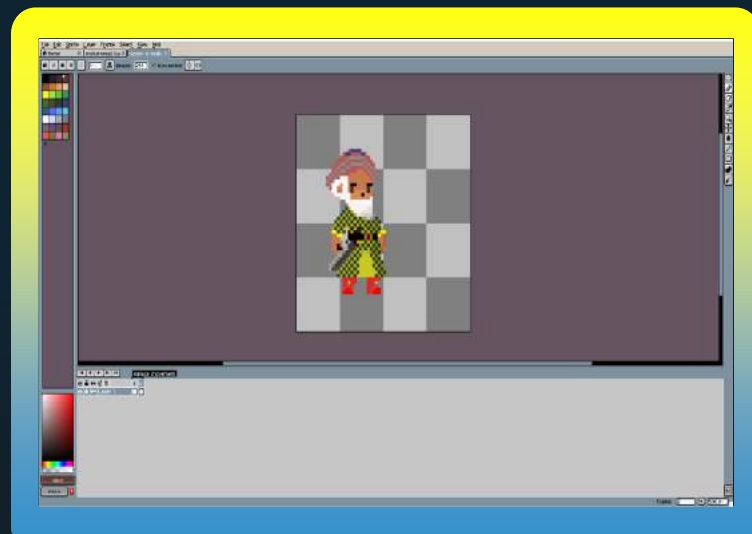
Result



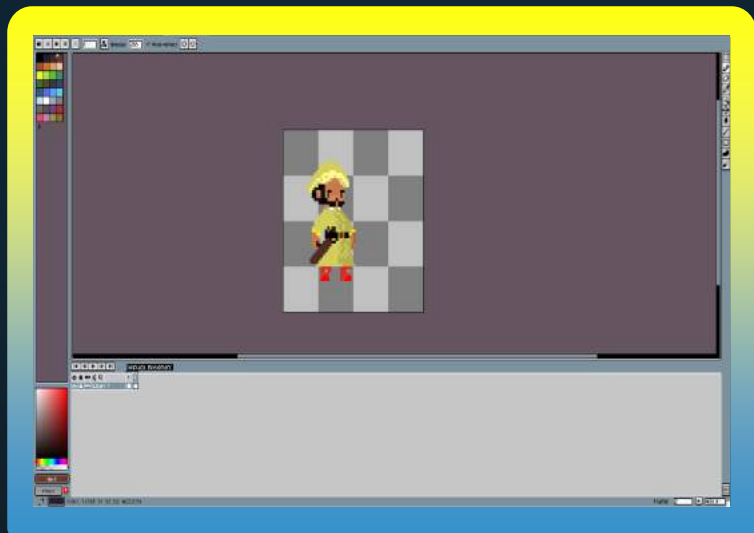
Some of the screenshots of the character designing work done in Asperite.



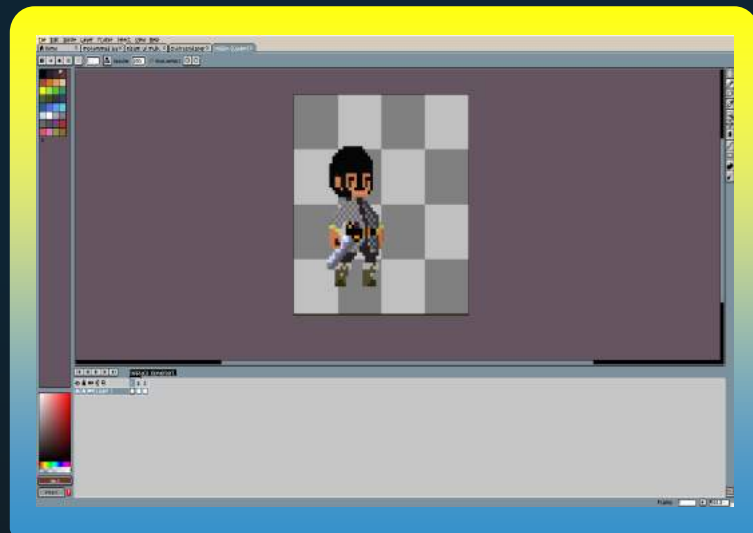
Character of
mohammad bassam



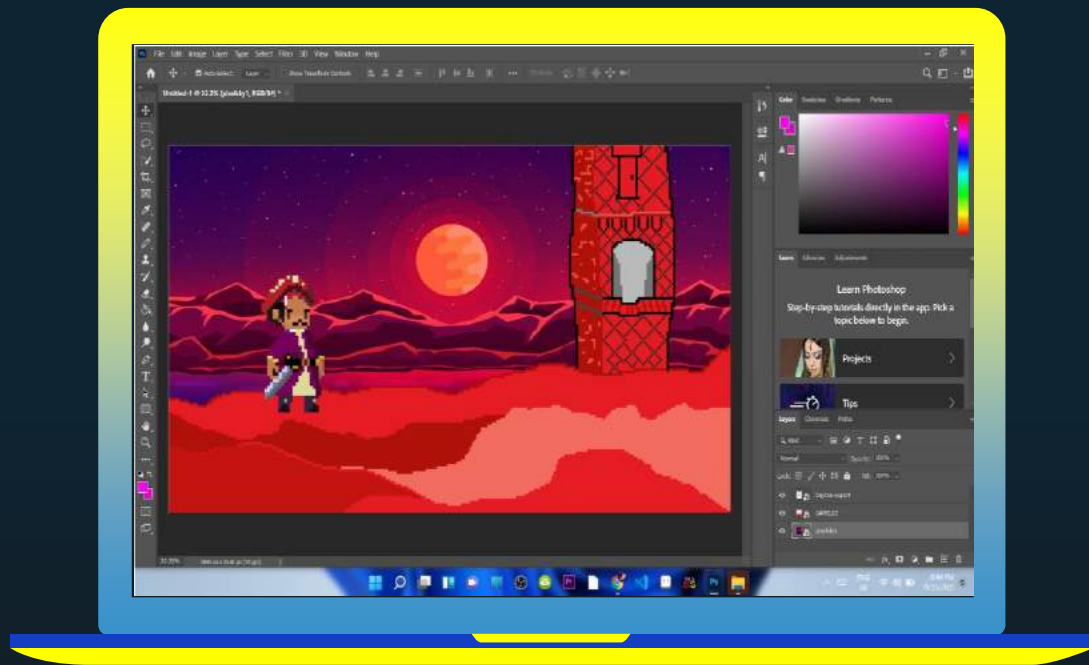
Character of
Nizam-ul-mulk



Character model of
chhatrasal

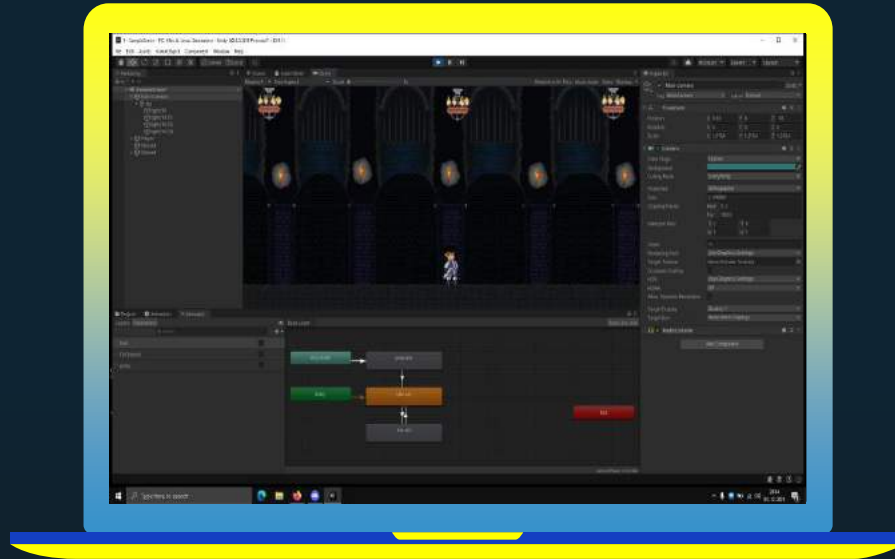


Character model of
soldier-2



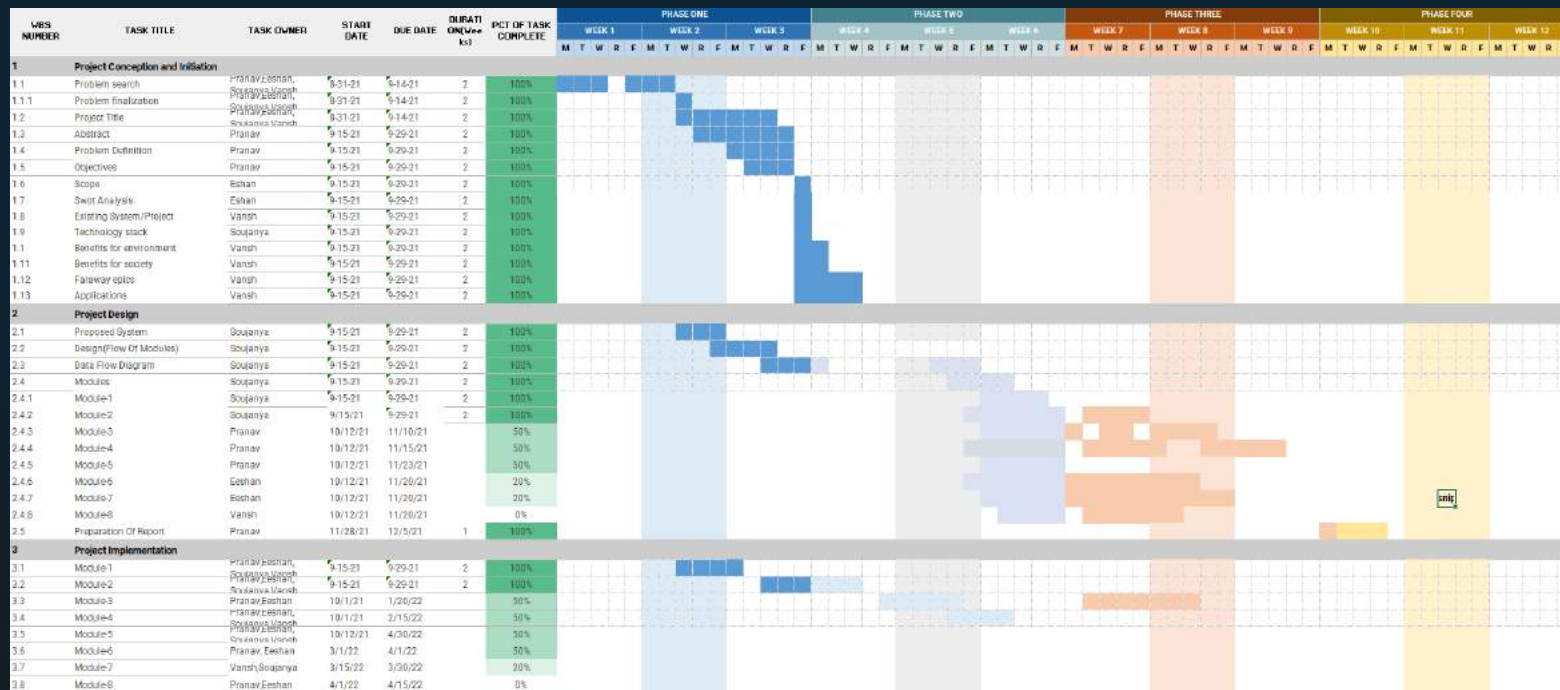
Current UI of
the game

Starting look of the Game



Shot of the execution work done in unity.

Gantt Chart



"Every age has its storytelling form,
and video gaming is a huge part of
our culture. You can ignore or
embrace video games and imbue them
with the best artistic quality.
People are enthralled with video
games in the same way as other
people love the cinema or theatre."

-Andy Serkis