



Overview

Scope of the project was to develop a gaming platform specialised for a movie promotion within a short time span of 10 days. Users could easily design characters and fight Kushti with the oponents.

Challenges

- Within short timeline of 10 days need to integrate the game with a website.
- Server should be flexible enough to support 5 Lakh+ users at any point of time.

Technologies Used

- Unity
- Figma for design
- Blender
- React.js for Frontend

Solutions

- Various design tools were used to design the game.
- AWS elastic server was used.

