**CHAPTER 1**

**INTRODUCTION**

**RATIONALE OF THE STUDY**

In this generation we can’t deny that we’re living in a rampant world were crimes and wickedness are everywhere. Right became wrong and wrong became right. The moral values that the school and our parents taught are now being neglected. We destroy the beauty of God’s creation by letting evil to manipulate us. We’re not scared to commit sin yet we enjoyed doing it and this disease will stop until the battle of the last days.

Stories: The Path of Destinies, Omensight and Castle Crashers are games that fight and defeat evil. The heroes role is to kill darkness The Stories: The Path of Destinies is an Action role-playing PC game while Omensight is an Action Murder-Mystery PC game both of them are 3D offline game and developed by Spearhead Games. Castle Crasher is a 2D online Beat’em up, role playing, action game, develop by The Behemoth.

Our game is proposed to develop a 3D offline Book of Revelation inspired PC game. It requires the user to download and play the game anytime. The game is based on a realistic story that is prophesied in the book of revelation. It offers a new concept and flow of the game, unique and interesting game setting and plot, good graphics and design.

There are so many fighting games offered in the internet or in the store but ours is different we come up to the idea of fighting battle, were its goal is to kill and defeat evil. It will also give the player excitement and view about the last days.

**Review of the Related Literature**

The Book of revelation talks about the prophecy of the last days and the last battle on earth. This are the days were great tribulation came, evil will rule the world and will do everything to destroy and deceive God’s people. They will be forced to be with them but their ruler ship will end when Jesus Christ lead a heavenly army to victory over God’s enemies. They will kill and conquer evil in the place called Armageddon. [1]

Armageddon appears only once in the book of revelation it is translate from a Hebrew word Har Megiddo. It is a prophesied place for the gathering of armies to fight darkness. A location of the last battle on earth. Where anti-Christ ruler ship will end and the world will be destroyed. [2]

**Review of the Related Works**

Stories: The Path of Destinies is 3D offline Action role-playing PC game developed by Spearhead Games. It is a single-player mode with a Choose Your Own Adventure-style storytelling mechanic. The player controls the anthropomorphic fox corsair named Reynardo. The game will then show the player a magic book picked up by Reynardo at the start of the story, that lets him see the outcomes of the many choices he can make and how that the ending fits into the overall picture. The player fights the enemies he encountered to gain skills. The game has locked doors which will be unlock by using a certain sword that is required. [3]

Omensight is a 3D offline Action Murder-Mystery PC Game developed by Spearhead Games.It is a single-player mode and a *Spiritual Successor of the* award-winning Stories: The Path of Destinies. The player takes on the role of the Harbinger, a powerful mystical warrior who has witnessed the destruction of the world. In order to prevent annihilation she will use Omensight power to go back in time, relieving the final day to investigate a series of events that led to the murder of a priestess. [4]

Castle Crashers a 2D online Beat’ em up, role playing, action game developed by The Behemoth.It is a single-player mode and  supports cooperative gameplay for up to four players, either locally or online.It is a fictional medieval universe were its goal is to rescue the captured princess and recover the jewel in the hands of the dark wizard. This happens when there was a party at the king’s castle and the four knights was there and the king charged them to rescue his princess and fight darkness to bring the wizard into justice. [5]

**Project Objective**

A story-based game is common nowadays. Many versions and concepts already exist in both mobile and desktop. Most of these games can only be played by using an internet and needs a good quality PCs with high capacity of memory. Also, most of these game are based on fiction; stories and events in their game are fictitious.

With that, this study is proposed to develop a 3D offline game for desktop computers based on a real stories and events from the bible which is consist of unique weapons and environment. The study aims to give a great experience of satisfaction and entertainment to users without worries of internet troubles.

**Scope and Limitation of the Study**

The Project is proposed to develop a 3D offline story game for desktop computers. It requires the user to download and play the game anytime. The game is based on a realistic story that is prophesied in the book of Revelation, where Goodness fight to conquer evil.

The limitation of this project are the following: The user is required to use a PC with a Windows 10 Operating System with Intel Core i5 processor, 4GB RAM Memory.

The story focuses the fighting scene of the book of revelation and not the whole story of the prophesy.

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| [6] | A. Epstein, "Stories: The Path of Destinies," [Online]. Available: http://www.storiesthepathofdestinies.com/. |

# References

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