The Explorer – A 3D Adventure Game Using Unity

SYNOPSIS

The Explorer is a 3D Third-Person action-adventure game developed using Unity Game Engine. An action-adventure game can be defined as a game with a mix of elements from an action game and an adventure game, especially crucial elements like puzzles. Action-adventures require many of the same physical skills as action games, but also offer a storyline, numerous characters, an inventory system, dialogue, and other features of adventure games. Action-adventure games are very popular these days. Typically, pure adventure games have situational problems for the player to solve, with very little or no action. If there is action, it is generally confined to isolated minigames. Pure action games have gameplay based on real-time interactions that challenge the reflexes. Therefore, action-adventure games engage both reflexes and problem-solving in both violent and non-violent situations. In explorer 3D, discover the mysterious alien planet where our Captain, Ellen has crash landed. Avoid the hazards and defeat the enemies lurking within the ancient ruins of this unknown civilization.

This video game is entirely built using Unity game engine. Unity is a cross-platform game engine developed by Unity Technologies. The engine can be used to create three-dimensional (3D) and two- dimensional (2D) games, as well as interactive simulations and other experiences. The engine has been adopted by industries outside video gaming, such as film, automotive, architecture, engineering, construction, and the United States Armed Forces. The explorer is a 3D Third-Person perspective game, in a third-person game, the player can see the character they are controlling (usually from behind, or above). They differ from First-person video games where the players are centered on guns and other weapon-based combat in a first-person perspective, with the player experiencing the action through the eyes of the protagonist and controlling the player character in a three-dimensional space.

The primary design focus is exploration and combat, mainly involving melee weapons. The engine offers a primary scripting API in C#, for both the Unity editor in the form of plugins, and games themselves, as well as drag and drop functionality. For 3D games, Unity allows specification of texture compression, mipmaps, and resolution settings for each platform that the game engine supports, and provides support for bump mapping, reflection mapping, parallax mapping, screen space ambient occlusion (SSAO), dynamic shadows using shadow maps, render-to-texture and full-screen post-processing effects. The level is designed by using ProGrids in unity. ProGrids is an essential tool that is used to help place objects with ease and precision. We can add game objectives in unity easily. The objective system works simply by adding GameObjects with an Objective component on them coupled with a specific components like “Interact on Trigger” or “Damageable”. The game will have moving platforms and player teleportation facilities which will make the gameplay more fun and also needs lot of game mechanisms to work with. The game has different types of enemies, each with different characteristics which the user can interact.

The player assumes the role of a protagonist in an interactive story or objective driven by exploration and/or puzzle-solving. The story is heavily reliant upon the player character's movement, which triggers story events and thus affects the flow of the game. The Explorer is a massive 3D open world game where the players can enjoy the gameplay by exploration and puzzle solving and there are so many elements that will help the players to be immersed in the experience.