Project Title :

An aesthetic 2d game with an astute AI using unity framework and its quality evaluation.

Abstract :

This proposed system provides an insight into the entire process of developing a 2d indie game using unity framework. It would include the process of creating 2d pixel art assets , as well as normal assets using adobe photoshop, adobe illustrator and blender ; outputting sprite sheets which are used in the animations of the game characters and objects. It would also include a brief on shortest path-finding A* AI algorithm which would be implemented as the enemy chasing the player character to attack via the shortest path in real time. Unity physics components & concepts such as colliders, ray-casting , etc would also be implemented. After the game completion , to test the quality of the game , a brief questionnaire would be prepared to get the feedback from all age groups on the basis of which statistical analysis of the game will be done which would result in the rating of the game's feel, theme and environment and would provide an area for the improvement of the same. Also, quality evaluation would be carried out to ensure a superlative, placid graphics design and gameplay.

Keywords :

Unity Game Engine framework , Adobe Photoshop , Adobe Illustrator, Post-use Questionnaire , Quality Evaluation, Aesthetic 2d game development, 2d Pixel Art, Astute AI, A* shortest path finding algorithm.