CHAPTER NO. 01

INTRODUCTION

1.1. Overview Statement

"Adventure of Super naturals" is a console and desktop 3D game inspired by a TV series "Vampire Diaries". This game can also be played using x-box controllers. It is a level-based game developed in unity tool which includes interactive graphics and sound effects. Leading character of the game is "Vampire the Eternal Adolescents". And other characters of the game are witches, human, and werewolves. This game will be a source of entertainment for players, who are inspired by these series, and can get the real feel of fight and other targeted missions inside the game zone by listening thrilled, ecstatic and horror sounds, 3D portrayal of characters, and terrifying environments are there that will divinely describes the storyboard of "vampire diaries". Experience "yourself" being a supernatural creature having supernatural powers by playing this game.

1.1.1 Levels summary:

There will be five levels, in each level player has to complete different missions in forests, mystic falls city, and many attractive mysterious world locations. They have to sometimes feed themselves on human animal blood to retain their power. In the very first level, the player will have to face different hurdles to release his friend from evil powers. In second level, player will suffer from powerful spells of witch to get worthy amber stone. In third level, the given mission is to release his ancestor from the custody of evil werewolves. In next level, witches came to know that one of their family member was killed by vampires in past. They attack community of vampires and they use their power to win that bitter hostility. Evil power spread intimidation in the town and vampire hunter came there to hunt vampires, humble vampire will save himself in this level. In the last levels of the game, the player will have to get moonstone (a stone which is power of super natural lives to live alive permanently) from werewolves by completing given missions and many more adventurous missions will be there to entertain player.

1.2. Literature Review

1.1.2 History

The history of game making begins with the development of the first video games, although which video game is the first depends on the definition of video game. The first games created had little entertainment value, and their development focus was separate from user experience in fact, these games required mainframe computers to play them.

The **OXO game** was the first computer game that has been created by Alexander Douglas in 1952(Ruggill 2009). OXO was the first version of tic-tac-toe.

After OXO games a lot of games were made by different developers Nintendo introduces an MS Pac man game in 1981 (REAL). A great game from the past history was a super Mario by Nintendo in 1985 and that game gain immediate success in that era (Brandenburger and Nalebuff 1995).

1.1.3 Background of Adventurous vampiric games:

As we are not developing this adventurous game very first time in the history. Many other games had been developed before our project. Let's have a look on some of the games, their platforms on which they had been played and in which year how much work done on those games.

Bloodlust - shadow hunter: Bloodlust is a dungeon crawling/action RPG experience that will allow players to explore the dark underworld of a forgotten society of Vampires and their disciplines, all while trying to battle for hierarchy among the clans in search of their sire. Released on Windows/Steam (2015).

The adventurous of shuggy: A platform and puzzle game where players guide the diminutive titular vampire around an inherited mansion in order to remove unwanted guests. Released on Xbox Live Arcade (2011).

Blade: Third-person action game based on the film which was developed from the comic book character. Released on game boy color & play station (2000).

Buffy series: Games based on the television series Buffy the Vampire Slayer. Released for various plate forms (2000-2009).

Vampire: The Masquerade – Bloodlines: Based on the tabletop role-playing game Vampire: The Masquerade and set in the World of Darkness fictional universe, this game is a hybrid between first-person shooter and role-playing game, pitting the player's newly turned vampire character against armies both mortal and monstrous, as well as the diabolical politics of undead society. Released on windows (2004).

Vampire: The Masquerade – Redemption: Players control a vampire along with a party of up to three others, in this third-person 3D role-playing game featuring combat against werewolves, other vampires and several other types of foe, as well as a storyline that has players exploring towns from Dark Ages-era Prague to modern day New York. Released on Mac OS & windows (2000).

Vampire Hunter D: Action adventure game, a master vampire hunter explores a mansion and rescue a kidnap victim. Released on PlayStation (1999).

Dracula: Resurrection: Graphic adventure set seven years after the events of Dracula. Jonathan Harker returns home to find his wife Mina gone and a note left stating that she has returned to Transylvania. Released on Mac OS X, PlayStation, Windows (1999).

1.3. Problem Statement

Current trends show people wants something out of the boring and regular stuff. There are many games available in the market but the people are monotonous of them and they require something exciting, innovative and adventurous. We are developing this adventurous game to fulfill today's requirements of players according to their interests. We are not only entertaining people by providing this type of adventurous game, we are also giving them knowledge about super natural creatures like vampires, witches & werewolves what they need? What they are afraid of? What gives them powers? As previously developed games make it less compulsive because the player is fighting with normal human and animal characters, but this time by playing this game player can feel himself a supernatural creature and use the supernatural powers inside the game play and feel himself vampire adolescents. Designing and developing a 3D game based on different missions, realistic environments, and fight with werewolves, witches and describing super natural powers, this theme makes it different from other adventurous games. So, developing such games makes it peculiar.

1.4. Existing System

As current vampiric adventurous games are having the missions to solve some puzzles, to find something targeted, to shoot and boost energy, destroy animals and other super naturals to retain powers, text adventurous games, 2D screen games. These games are making such vampiric games as boring as it can be. All these games are developed for different plate forms like Mobile and PC.

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These games are available as setups for Xbox, play stations, android, Mac OS etc.

Our game is providing 3D realistic, terrifying environments thrilled, ecstatic and horror sounds, 3D portrayal of characters which will make the video gaming experience more real looking. And the cut scene played before each level on the screen which will tell what is going to be happen in current level. As story board of the game is explaining the story of TV series "Vampire Diaries". Beautifully covering the story and explaining and entertaining the players. This PC game can also be played along with Xbox controller.

1.5. Motivation

Now A days, people are getting bored while playing the old adventurous and action games. Their story lines and stories are no longer unique now. Our fondness of playing games is also one of the motivation behind. We tried to implement the TV series "Vampire Diaries" as a game so that people can enjoy and get the real vampiric feel by playing this game. Its environments and missions are rare and designed beautifully that makes it different from all existing games.

Advantages of project

The advantages of the game for the player is that they can have fun for their leisure time and as for the developer that the game should be popular and have high ranking.

- **Increases Player's Memory Capacity:**

Games often revolve around the utilization of memorization. This not only relates to games whereby player have to remember aspects in order to solve the game, memorize critical sequences, or track narrative elements.

- **Computer & Simulation Fluency:**

This is something which is very important because we live in a world which is dominated by technology. Playing games via the internet allows players the license to get used to how a computer works and thus it becomes second nature to them. There are websites, which provide young players with fun and exciting games which also teach them to utilize the mouse and keyboard properly, not to mention browsing, username and passwords, and general internet navigation. But we are providing this game as offline setup. Which can amuse the players very well and teach them how to spend time in playing without internet.

- **Skill-Building (e.g. map reading):**

A lot of games contain certain aspects which help player with specific skills. For example, a lot of mystery and adventure games contain maps which player will have to read. This obviously helps their map reading skills and practical thinking. Moreover, there are games, such as football management games, which introduce children to managing finances and general project management.

Other Advantages are following:

- Training the brain to act without too much consideration
- Team uniform approaches o High knowledge retention
- Quick learning
- Fun & entertainment
- Builds teams cohesiveness
- Cheap options available
- Enhances creativity
- Develops a sense of achievement

1.6. Scope of project

We are presenting the game that will target every age group most likely it will include children and youngsters. This game will be easily available as desktop setup. Moreover, it can also play using x-box controllers. If one is crazy of playing PC games so, there will be many options for player to play this game whether as simple PC game play using keyboard, play using Xbox controllers. This application will provide a map for the users on the game play screen to guide the player where to go & get energy packs to complete the missions. Video of storyline of each level will be played before every level. The game engine used for development of this adventurous game is unity 3D software. Graphics of the game will be created using different software's. It will take 5 to 6 months to complete its 5 realistic environments and to entertain players.

1.7. Areas which our project covers

This game covers all the aspects of entertainment. Our game has more realistic environments and we are providing Xbox controllers for controlling the games. If someone is not provided with these sensors or Xbox they can play the game with keyboard only. This makes our game different and unique from others. Moreover, architectural designs that are going to be used in game are very realistic and beautifully designed. The UI/UX that are used in the game are very attractive.

From the development end if we see the project it is covering the data structures, databases and artificial intelligence techniques. Like to experience of the player is going to be stored in databases. Moreover, it can store value of user's current stage even if she closes the game app. Data structure's different algorithms are going to be used to fulfill the missions like depth first search (DFS), first come first serve (FCFS) etc. these are commonly used algorithms for searching or finding

anything, killing or fighting with enemy respectively. AI is used in terms to bake the data and fixed the paths and direction for player and other enemies to move in the game window.