



Fantasy world explore Game

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Summary

The project is about adventure exploration games. The basic game is about the player in a fantasy world with species other than humans, such as Elves, Dwarves, Centaurs, Mermaids, Goblins, etc. The goal for the player is to explore every corner of the world, meet new races, learn their culture, and kill the monster while exploring the journey and finding the treasures, etc.

Description

This project is about creating a world environment that allows characters to interact with it. There is also a significant scene of the world, which is probably gonna be a town/city or village, considered as the initial place when the game starts; from there, the player can start their journey by exploring every corner of the city, go outside of the city encounter the monster, decide to kill or walk away. The game is more about giving the player more freedom and an environment walk sim about the world. By doing this, I'll use the 3D model software Blender to create the character, monster, NPC, environment, and building structure. Then I'll import these models to Unity to implement the world and then code the controlling part of the character so the player can walk around and take any action as needed, like combat with a monster, open a box, etc. Then I started searching for the sound online to put into the game and immerse it more. I'm not proficient with all the skills I need for this project. Still, I have the basic concept of the software of Blender and Unity, which is making models and programming simple movements of objects and interactions. Indeed, after doing the project, I will better understand how to use them.

Methods

- 3D Software: Blender
 - Search Sound Effect Online
 - Designed Game Software: Unity
1. Import asset
 2. Implement world frame
 3. Programmed

Deliverables

1. Schedule of project
2. Model character, building, environment, and monster
3. Programmed character ability
4. Implement Sound

Required Resources

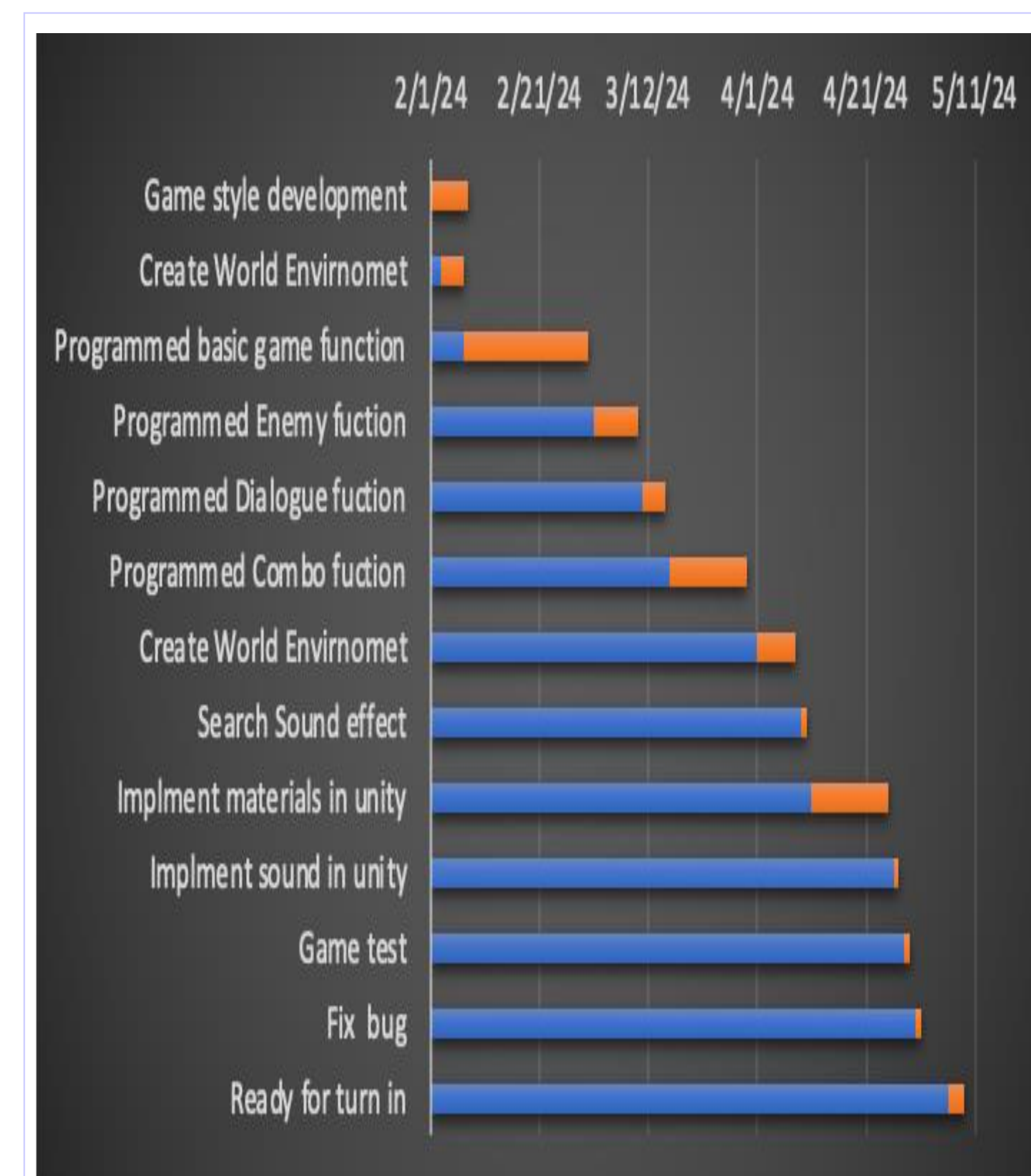
1. Blender
2. PC/Desktop computer
3. Unity
4. Unity asset store
5. Access to the Internet for Search sound effects

Budget

Item	Estimate amount	Total spent
Sound effect resources	100	50
PC/Desktop computer	1300	1200
Asset(models)	200	100
Blender/Unity	100	100
Estimate	Total: \$1700	\$1,450



Schedule



Results

The outcome of my project would be learning how to make animations using Blender, sounds I may search online for the free sample, and the game's environment also using Blender. And maybe create the game's story, ultimately import those materials to Unity so I can be programmed to make the game. But certainly, the most crucial part is the game will function not as a full game but as a demo or beta version in which it has at least one complete scene of the world, and players can move and interact with it.

Conclusion

This project definitely will help me to get into the field I want to work in and also help me make another game because, with all the skills I learned from this project like modeling, animation, coding, story/narrative, and managing projects these experience will help me to improve my skills and and my knowledge of the structure of developing a game and what I can do to make it better or keep the process of project goes more smooth. Also, it affects my mind when I have an idea I want to implement in the project differently to gain a new experience.

Literature cited

Foundation, B. (n.d.). *Blender Tutorials*. blender.org. <https://www.blender.org/support/tutorials/>

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The Process

Building up the style of the game starts with the structure of the world, then with the characters, NPC, and monsters. Modeling the character and world environment by using Blender, then importing to the unity to set up the initial scene, and from there, I can start to implement additional scenes or functions to the game, such as adding sound for game experiences to be more immersed. Lastly, testplay for debugging any potential issue that may cause the game to break or any function that's not working how it should be. Understanding the fundamental concept of building an RPG explore games and also the software that is used for creating the game.