

**Final Year Project Report  
The Mowgli's Adventure**



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## **Dedication**

This project is dedicated to the teachers who participated in completion of this project and our parents who motivated us throughout the time period of this project

# Final Approval

## Panel of Examiners

- **Head of Department**  
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- **Co-Supervisor**  
\_\_\_\_\_

### **Acknowledgment**

This project would not have been possible without the efforts of our advisor and our co-advisor. This project concludes the efforts of all the teachers who encouraged us throughout our tenure of bachelors. Thank You.

**Project Title**    **The Mowgli's Adventure**

**Objective**        **To provide a complete game by the end of the semester**

**Supervised by**   **Rao Faizan Ali**

**Starting Date**    **22/10/2017**

**Completion Date**   **4/06/18**

**Tools Used**        **Unity 3D, Visual Studio**

## Plagairism Report

## **Abstract**

Mowgli's Adventure is a 3D endless runner game. This genre was not much successful before the arrival of smart phones. But nowadays almost every single person owns a smart phone and he/she also have games in the phone to pass free time. This game actually serves the purpose when you need a few minutes to collect/re-think yourself apart from that purpose this game targets the gamers with old memories from there childhood. This game provides connectivity with social media which creates a sense of competetion among players.

# REVISION CHART

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**Table 1: Revision Chart**

<b>Version</b>	<b>Primary Author(s)</b>	<b>Description of Version</b>	<b>Date Completed</b>
Final	Onais Ameer & Mahnoor Hassan	First complete draft	04/18/18
Revision 1	Mahnoor Hassan & Onais Ameer	Revised draft	06/01/18
Revision 2	Mahnoor Hassan & Onais Ameer	Revised draft	06/20/18

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## Definitions and Acronyms

**Table 2: Definitions and Acronyms**

<b>Acronym</b>	<b>Definition</b>
TBD	To Be Defined
FSM	Finite State Machine
SDK	Software Development Package

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# 1. INTRODUCTION

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Game development is a vast field which is growing by each day. People play games all around the world. There are many genres of games. Platform game is a genre of gaming which is becoming more popular because of the development in the mobile phone industry. In a platform game the character jumps from platform to platform and it is an endless running game. Our game is a platform game and it is inspired from a movie Jungle Book. Purpose of this project is to provide a good game with high end graphics to the users of mobile phones. This game will gain a lot of popularity among the fans of jungle book. This game will allow people to relax for a few moments in their busy and hectic routine.

## 1.1 Motivations

This game is an infinite 3D runner game, you might have played a 3D runner game these are becoming very popular. The motivation required to create this game Mowgli's Adventure is that there is no such game available for Jungle Book. This game targets the movie Jungle Book, so it would receive a lot of popularity among children, but now a days everybody's playing platform game on their smartphone whenever they get the time. The core motivation is to provide a good platform game or an infinite 3D runner game to the target users, who at the same time can refresh their childhood memories while playing the game.

### Project Overview

The player will run through the course of the game avoiding all the obstacles and the negative entity. Player will always have to maintain a safe distance from the negative entity. The player can bump into any obstacle and the entity will close in on him. If the player bumps but maintains to run, and avoid further obstacles, then He will be able to maintain a safe distance from negative entity. The high score will be saved after each run, the number of coins picked during the run will also be counted after the end of each run. The high score will later be published on the Facebook if the player provides permission for it. This would create a sense of competition among friends.

- Unlockable characters would be available, they can be purchased at a specific amount of coins.
- Different unlockable including wearables would also be available for purchasing. E.g., T-shirts for Mowgli.
- Power ups would be available along the run. E.g., Magnet, to pick up coins.
- To provide a complete game at the end of the semester

## 1.2 Problem Statement

This type of game isn't available on the application store. It would provide a lot of people to pass their time doing something interactive. On the other hand, the people who would have internet connection can publish their High Scores and achievements over Facebook. This would create competition among players. Now, connecting it to Facebook will also display your Main character to others, so to please others you will try to make your Main Character look more attractive. To do that the player can purchase wearable, like T-shirts, Shoes, and clothing from the store at a specific price of coins. Coins can be earned by playing the game and collecting coins while running through the course of game. The player's high scores will be available in the option of High Scores. Shanti (Female Character), can also be purchased by the player using coins and after doing that Shanti can be selected as the Main character of the game and she will run in place of Mowgli.