Go For Knowledge hunt of Historical Places

BY

Md.Rajman Zasif

ID: 182-15-11504

Md. Tipu Sultan

ID: 182-15-11466

This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Computer Science and Engineering

Supervised By

Dr.Fizar Ahmed

Assistant Professor
Department of CSE

Daffodil International University

DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

This Project/internship titled **"Go for Knowledge Hunt"**, submitted by Md. Rajman Zasif, ID No: 182-15-11504 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 03 June, 2021.

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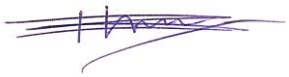

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Internal Examiner

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Faculty of Science & Information Technology
Daffodil International University

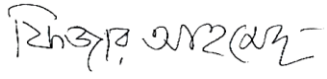
External Examiner

Dr. Mohammad Shorif Uddin
Professor
Department of Computer Science and Engineering
Jahangirnagar University

DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Dr. Fizar Ahmed, Assistant Professor, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

Supervised by:



Dr. Fizar Ahmed
Assistant Professor
Department of CSE
Daffodil International University

Co-Supervised by:

Mst. Eshita Khatun
Lecturer
Department of CSE
Daffodil International University

Submitted by:

MD RAJMAN ZASIF

Md. Rajman Zasif
ID: -182-15-11504
Department of CSE
Daffodil International University

Md. Tipu Sultan

Md. Tipu Sultan
ID: -182-15-11466
Department of CSE
Daffodil International University

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ABSTRACT

This is a learning based developing project titled **"Go for Knowledge Hunt"**. This project is a game. We develop this game as our project. It is very concerning thing that now a days rate of child and young generation are getting more affected with video games and electronic devices. It is a major problem specially in our country. This learning based game is design and build for child and young generation who don't like to read and also don't like to learn about history. This game is mainly focus to solve this problem. Also, this project can create a new thought about gaming. In this project we used Unity as game engine, Blender for gaming object design., visual studio for C# coadding. But our main two components are Unity and Visual studio. Visual studio mainly working for gaming object movement and for controlling. Basically, visual studio implements C# code into gaming object. Visual studio working for implementation of coding for controlling thus object. This project aims at gain knowledge about history with entertainment. There are many obstacles to full fill this project all requirement. We need to add more and more object for make a real wise gaming level. It is not possible to implement hole things of thus places in such a sort time. We need more time to develop full of our project requirement, our gaming project is more effective than many learning-based gaming. The main effectiveness of this game is no age restriction to play our game. Everybody needs to learn about history and historical places.

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CHAPTER 1

Introduction

1.1 Introduction

Creating or publishing games is usually not an easy task, it can be a challenge. Initially it turned into a stage of suspicion. There are about 6 lakh applications in the Android Play Store. There are various games in the Play Store. Finding instructive games from the ocean of these games is not an easy task. Many games produced by games companies fail to return money on investment. Games should be made primarily entertaining, fun and instructive. The main purpose of this thesis is to learn historical patterns in the game that will benefit the player in real life, through entertainment. It works very well for the player. They will be able to learn through games. The opportunity to play these games for free on smart phones. This game is known as the first historical educational game. The thesis is divided into four stages.

The first part will be the discussion (purpose of making).

The second part will be the design (making details).

The third part will be the type of game. In the end, the game will be published on Google

1.2 Motivation

We motivated to invent this game for many reasons. Now a day's students are getting more affected with gaming. They don't' like to read and write. Specially they don't like to gain knowledge about the history and historical places. Even they don't know much about the liberation war. That's why I choose this gaming option.

Reading book some time make boring. But gaming will be the best solution for that.

After developing this game, it will be very profitable.

1.3 Objectives

- New learning process through this game.
- Creating new thought of gamming.
- Help gamer for getting preparation for Job, exam, historical knowledge etc. through gaming with entertainment.

- Entertaining game. Kids will love to play. It will be very helpful for them to know about history like liberation war places and history with gaming.
- The history and tradition of Bangladesh is very rich. People of different races and religions have been living in this country for a long time. There are patterns of it in different parts of the country. We should preserve and learn these patterns.
- These patterns help us learn about the culture and civilization of the past and they nurture our history and heritage.
- We are proud to see these patterns.
- Learning from past history can lead our future to further progress.
- Carries the testimony of our glorious history to other countries of the world.
  So, we should preserve these historical monuments.

1.4 Expected Outcome

- Gaming fight learning process.
- Profit from location wise store, shopping mall, restaurants advertisement (if they like to add) by adding their information in gaming map/location.
- Gamer will touch history by hand.
- Learn about history and heritage sitting at home
- Learn about the life of ancient people.
- In addition to entertaining the user, it will serve as a means of acquiring knowledge,
- It will compose the present with the past.

1.5 Report Layout

Chapter 1: This part we described about the motivation, objectives and expected outcome of the project.

Chapter 2: This part we have discussed the background, related work which has similar works with this project and also give that difficulties we faced.

Chapter 3: Contains basically discuss about Business process modeling and use case Diagram, Requirement Collection and Analysis, Logical Data Model, Design Requirements Use case is the main part of this part

Chapter 4: In this part we disease about the Front-end Design, Back-end Design, Interaction Design and UX, Implementation Requirements

Chapter 5: This chapter contains the whole testing, analysis and results.

Chapter 6: Contains conclusion, advantages, limitations, applications, and future work for the development of this project.

CHAPTER 2

Background

2.1 Introduction

In this chapter we will describe about our gaming background. It's a type of game where a player play game for gain and gather knowledge. In this game there will be many game maps and thus map will be based on local area. Gaming set will design real basis. There will be some store, road, building, tree, bus stand etc. exact as real basis area. Gaming map will same as that location. Example in game there will Dhaka, Saver, Narayanganj stage and this kind of location will design as same map wise location. A player can move all of this place like real basis.

Now a days everybody is great at playing. Not only children's everybody loves to play. But they don't love to read any historical book. Most of them don't want to know about history. Also, even they don't know about their standing places history. This game will really helpful for all kind of gamers to gain knowledge. Player can gain knowledge by playing this game. He can travel gaming location like real. The most important thing is the character is an Alien. Player need to imagine themselves as an alien. He has come from mars for research in earth and gain knowledge basically in Bangladesh. The main reason for coming in this country of world that he heard that Bangladesh is only one country where people die for protecting their mother tongue. Also, they fight for their independence. The Alien will complete his task by his activity and will hunt for knowledge. He is Alien but he will move as a man. Player can run, jump as usual as a man. Nobody can recognize him that's he is an Alien. Player have to aware about his activity. But he has to complete his mission very secretly.

The main goal of this game is having to gain knowledge by completing some tasks. The player has to complete some basic tasks and have to complete thus tasks properly for gathering knowledge. Also, we have a goal. We want to make an entertaining learning process. There will be some game level with some obstacle they have to overcome these situations. Like sometimes player have to find key using his basic and common knowledge. Sometime player can be arrested by police for his suspicious activities. So, player have to

aware about his movement also have to aware before completing basic task. So, player main goal is by overcoming this kind of tricky situation he has to gain knowledge. That's why our Game name is 'Go for Knowledge Hunt'.

2.2 Related Works

We didn't find any related games to our game that's why we couldn't add any related works.

2.3 Comparative Studies

From the discussion above we have seen some work like these games. The topic of discussion is that in our games, the user can choose any place he wants and learn about historical patterns through entertainment. He has to choose the right key to visit the historical place. He will be asked some questions in choosing the right key. With the correct answer he will get the right key and he will be allowed to enter.

2.4 Scope of the Problem

First of all, we need a smartphone to use the application. It will not be possible to run the application without a smartphone. Even then, it is seen that the internet system is not the same everywhere in our country. Eliminating this problem is not an easy task. There are often travel problems to learn about historical patterns. And our application has confirmed from that place. Users sitting at home will have the benefit of gaining knowledge about real historical patterns and traveling. Travel will play a full role for the thirsty. Users of any country will be able to gain knowledge about the historical monuments of Bangladesh. Through this kind of obstacle, we have to follow the path of this application to retain the old history of Bangladesh.

2.5 Challenges

Must need to learn c# programming.

Clear thought about unity.

Need to improving coding skill.

We have confronted numerous difficulties and issues in building up the task. The fundamental difficulties are the plan and execution of this framework. We have made an honest effort to make these instructive games. In Bangladesh, there is still horrible web association in numerous spots. In the event that a client needs to utilize this framework, they should have a decent web association. Ideally one day our administration will take care of the issue. The framework that is inserted in the last year is concentrated as such so we don't have the expert information to make a high-level game. So, toward the start of the work, we confronted a great deal of issues to set up the entire framework. Now and again a great deal of parts is lost during work through testing. Now and then we have some free association issues for which we have confronted numerous occurrences like being stunned by contacting parts. Once in a while a few sections are imagined that are broken or don't work. The coding is hard to plan in light of the fact that our task has two element parts. Another issue is monetary speculation. This is the main venture contributed by us that has effectively evolved with extraordinary motivation. Some of the time it is a misuse of cash to purchase twice for a section on the grounds that the thing is broken or not working. In the event that we could create this venture as a business, it would be an incredible model for another innovation. The last issue is improvement and keeps up this issue later on. In the event that this task has not gotten any financing or sponsorship for this venture, it is getting hard for us to support the future advancement of this undertaking. Ideally, it will get subsidizing or sponsorship for the turn of events, upkeep and updating highlights of this control framework.

CHAPTER 3

Requirement Specification

3.1 Business Process Model of propose Game.

In this process model we can see figure 3.1 there is two actors name Player and Historical place. At first player will start play. Then we can see his first activity which is called choose a place. He will choose a place. After choosing now we can see that message now is in intermediate level. Player has caught message at intermediate level and will go that place with that message. Then player will go for door open activity. After this activity player need to go another activity called find key, we can see in this figure 3.1. You can see we have used gateway for two condition. After reaching this gateway condition player have two paths. One condition you can see correct key and another key. If player choose wrong key activity player will get wrong key message in intermediary level at player actor level. Then the process will end. But if player at in correct key activity, then player will get correct key message and then he will reach at player actor level in intermediary starting level. With correct key then player will reach again at door open key activity.

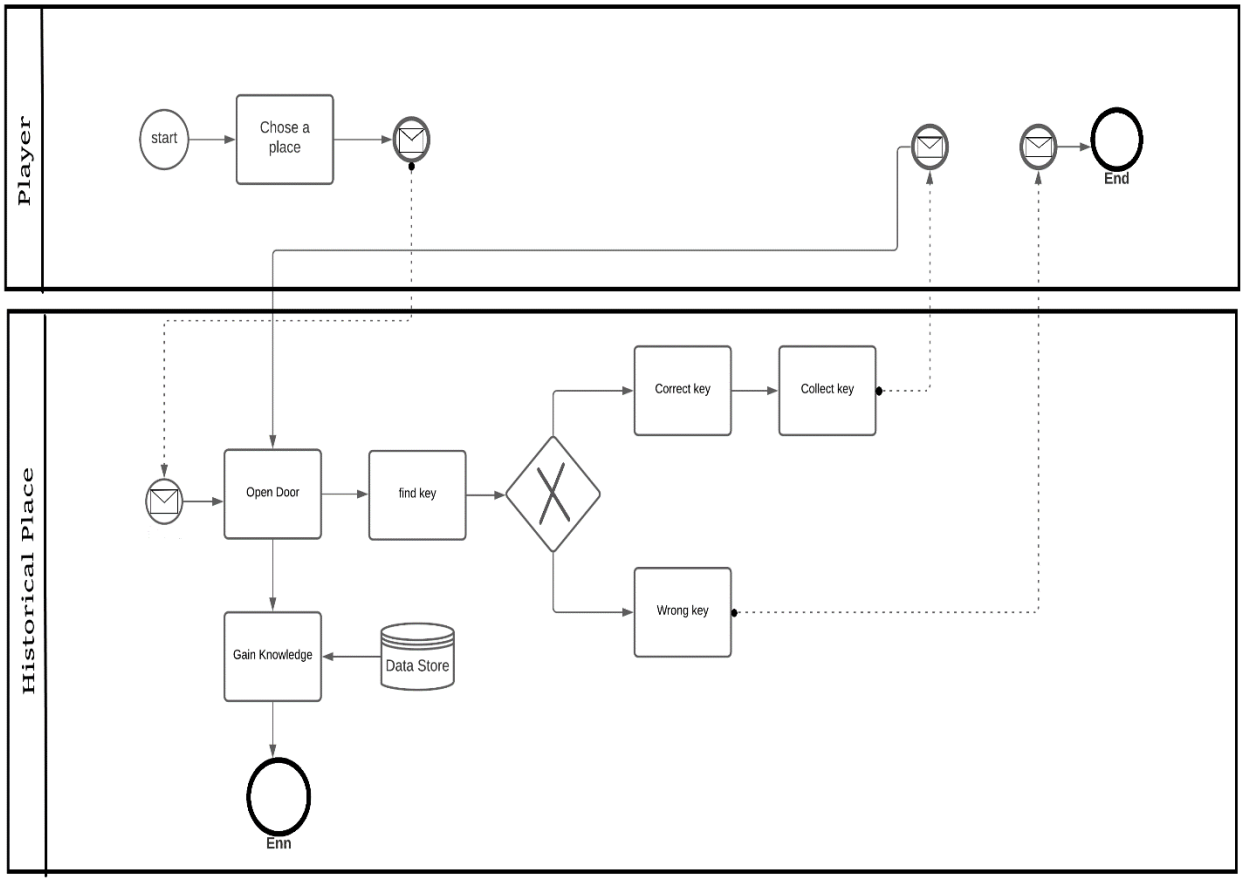

Figure 3.1 Business process model of our game

After doing this activity player will reach at get knowledge key. We can that there is a data store which is sequentially connected with get knowledge key activity. After reaching get knowledge activity player will gain knowledge from data store. Then ending level process.

3.2 Requirement Collection and Analysis

Requirement analysis is a significant part of game development. A functional requirement is a process the game how can perform. Necessity examiners are people liable for delivering prerequisites in the prerequisite examination measure. Their primary obligations incorporate recognizing prerequisites from data assembled from various sources, organizing the data, and imparting the prerequisites to various crowds. Requirement Analysis, also called Requirement Engineering, is the way toward characterizing client assumptions for another product being constructed or changed. In computer programming,

it is now and again alluded to freely by names, for example, necessities social event or prerequisites catching. Most of the user of this game will be child. They don't like to learn. Even mature, adult student don't like to read historical book. So, this can make a great impact for learning process. They will learn with entertainment. This game will also helpful for them who are looking for job. Infect every body needs to know about history, what history are laying behind historical place.

3.3 Design Requirements

In this segment, we will portray the plan prerequisites of this framework. Now we will describe about our software requirement. In this system, the software requirements are the most essential part of the main implementation of this project. Because of the game, we developed the whole system. The software requirement list has given below.

Software Requirements:

1) Unity
2) Microsoft visual studio
3) Blender/Maya

In this part we just discussed about the requirement list of the software requirements. Next, we will discuss about the whole system briefly.

CHAPTER 4

Design Specification

4.1 Front-End Design

In previous discussion we described about the requirement of the system and its list. So, in this section we will discuss about the all requirements.

4.1 Software Requirement

4.1.1 Unity

Unity is the most common game development tool which are widely used by developers. There's no contending the way that Unity is among the top gaming motors utilized by most of game engineers. It's instruments and highlights have permitted the engineers to make gaming arrangements which draw in the crowd and offer extraordinary gaming experience simultaneously.

Solidarity has a few highlights, beginning from 3D displaying to speedy designs delivering, which makes it the ideal gaming motor for building portable games.

So, we are also like this very much. There is another development tool called unreal but I have used both for my satisfaction to choose better. I realize unity is best option for me. Unity offers students a free version which is really appreciable. For coding integration process of visual studio is very simple. In figure 4.1.1 that is unity game engine window. We can easily download unity for free. But unity has premium version, for using thus version you need to pay for a period. We are using free version which unity offers for student. Premium version offers some better but we don’t need that. This version is enough to complete our project.

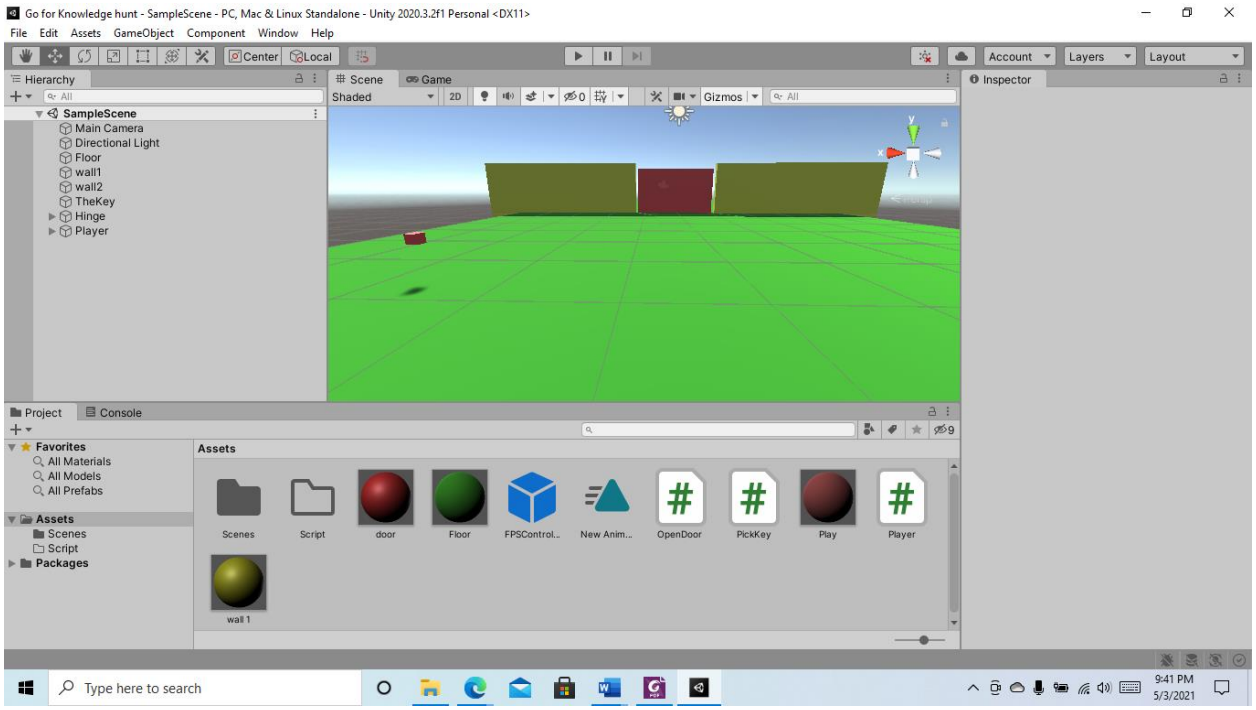

Figure 4.1.1 unity game engine

4.1.2 Visual Studio

When Microsoft bounced in as a friend in need. The tech goliath delivered a devoted and completely useful IDE, Visual Studio for Mac, which could be utilized to viably run Unity on Mac.

Most of the Unity engineers chose to take a leap from MonoDevelop to Visual Studio, basically because of its easy-to-use interface and progressed usefulness.

The instrument has made it simpler for the versatile game designers to transform customer's gaming thought into an element rich portable game. Since the dispatch, Microsoft has delivered a few adaptations, alongside energizing updates, of Visual Studio for Mac.

Today, we will impart our insights on Visual Studio for Mac and why it is a standout amongst other IDEs to run Unity on Mac.

These advantages will assist you with understanding why Mac clients ought to pick Visual Studio over the default one to run Unity on their gadget. In this way, with no further ado, we should begin the rundown.

Visual Studio offers an extraordinary arrangement of apparatuses for creating DirectX games, from composing shader code and planning resources, to investigating and profiling designs—all in a similar recognizable Visual Studio IDE. We can easily integrate visual studio in Unity. Visual studio is a product of Microsoft. It's free to use. Microsoft Visual Studio shown in below 4.1.2 figure.

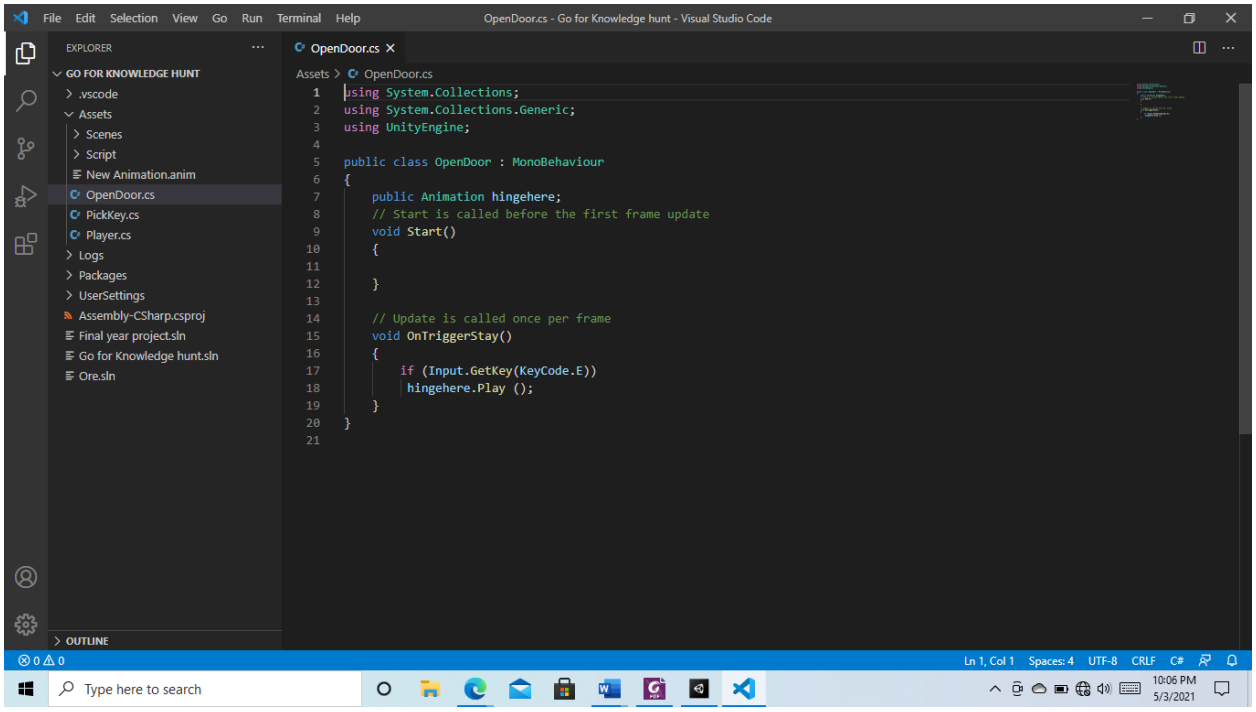

Figure 4.1.2 Visual Studio

4.1.3 Blender

In the domain of game turn of events, the more apparatuses you have, the more you can do. Blender and Maya are two of the most incredible assets you'll discover, as they are industry pioneers in craftsmanship and activity programming. These applications add a ton of adaptability to game turn of events and, at last, assist you with making games. Here, we'll clarify why both Blender and Maya are phenomenal increases to your toolset as you begin making games in Unity. Blender has been a top choice for non-mainstream studios and little groups for over 10 years. That is to be expected, as Blender is a free, open-source programming that packs some genuine force. Also, Blender is routinely refreshed to remain mechanically pertinent and have the option to deliver very good quality manifestations.

Autodesk Maya, while not free, has become an industry standard. Pretty much every blockbuster film and AAA game delivered this decade has had a portion of its enhanced visualizations, movements and 3D craftsmanship made in Maya (or its partner, 3ds Max). Individuals consequently consider craftsmanship and liveliness when they consider Blender and Maya. What numerous individuals don't know is that these liveliness programming applications do substantially more. Blender and Maya have numerous different advantages and highlights, permitting clients to:

Make completely fleshed out 3D models (game resources)

Produce extraordinary enhanced visualizations

Collect full scenes and conditions

Perform full scene delivering (transform a 3D setting into a picture)

Introduce additional items that grow these capacities

Considering the entirety of the highlights and capacities in both of these product suites, it's no big surprise that Blender and Maya are pioneers in something beyond craftsmanship and movement. Hosting to change over third-gathering project documents to have the option to utilize them with different applications is tedious. It can likewise be problematic, even with programming items that guarantee similarity. Be that as it may, locally bringing in project records from Blender and Maya is simple with Unity.

To bring Blender resources into Unity, click Assets > Import New Asset on the Unity menu bar, at that point find and open you. mix document.

To utilize Maya records in Unity, click Assets > Import New Asset on the Unity menu bar, and search for and open Maya’s. fbx document. We are using blender for our gaming set design. Blender figure is given below figure 4.1.3

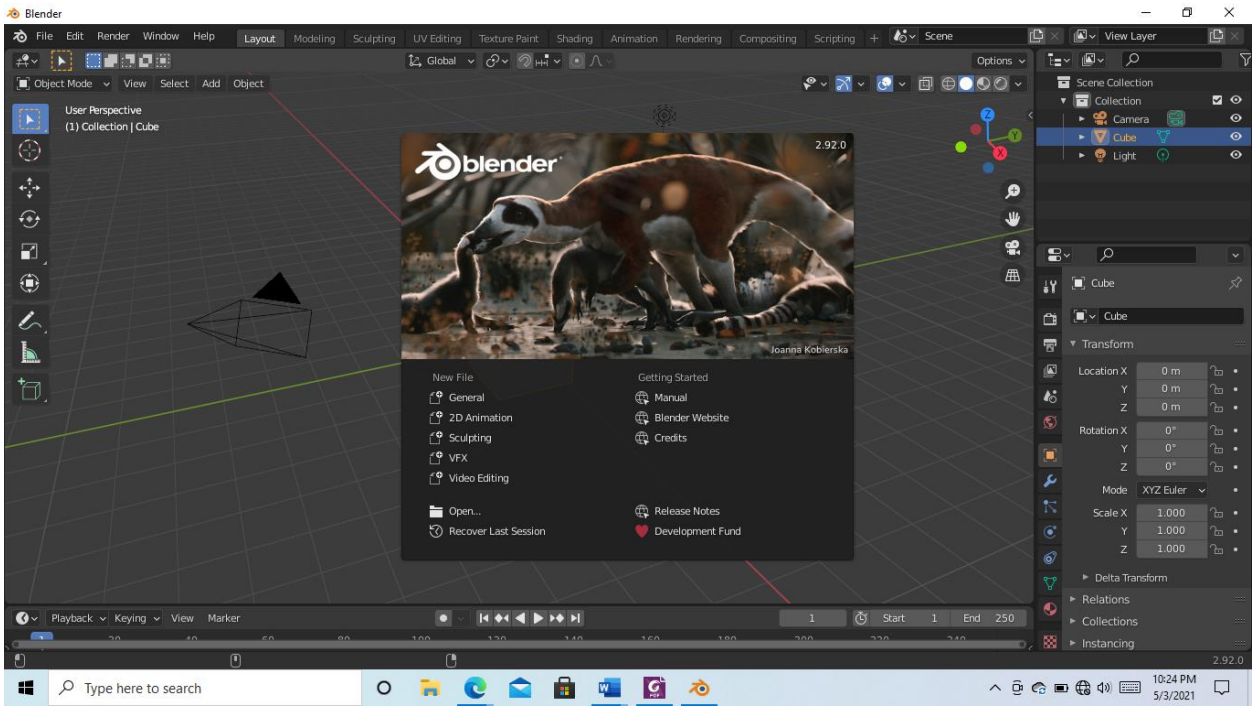

Figure 4.1.3 Blender software

4.2 Back-end Design

In our framework we didn't utilize some other programming besides above programming so we don't have any back-end improvement in our task.

4.3 Interaction Design and UX

Connection Design is a method through utilizing that engineers are planning their applications, game and frameworks interface easier to use. Communication Design has numerous sorts that can without much of a stretch find. Which is Visual depiction, Words, Time, and lead. In this framework, we have made an honest effort to fabricate it with the above Interaction. Beneath we portrayed different kinds of Interaction. Visual portrayal is a significant piece of any applications and framework. Fundamentally, we need its very own smooth interface.

4.4 Implementation Requirements

In a previous discussion, I mentioned this project is a learning-based game. To build this project we used C# language. We compose code in visual studio. By following thus code our game

has worked. At first, we need to download unity. Then we need to download visual studio and implement visual studio into unity. We need to write code in visual studio for our gaming character movement not only for character movement we also implement code in gaming object. Many times, many objects need to implement code. Like we used code for door open closed system. Some time we have implemented code in empty object. Like we have already implemented a code in empty object name of this empty object called hinge. Another object we have implemented code which object we have named for key. Basically, we have using this object for door opening system. We have implemented many objects. Every object we can't design in unity. That's why we have another software for design. Most of the object/element we have designed in that software called blender. You can choose many software for designing thus element. Like maya many developer use maya for designing object. The most important thing Microsoft offers free for designing 3d model software. Named of that software is Pint 3d. Which is easy to use and it is totally free. You can find many 3d object in that software which are already included to that software library. In future I will definitely add many elements from that software for developing this game to make bigger. A game engine works with game improvement by giving engineers a steady climate to assemble games effortlessly. It makes open the principal game components, like sound and designs, and editors for controlling interactivity. Also, it diminishes advancement undertakings' repetition through highlights like the prefab framework.

Numerous mainstreams and cleaned game motors use C# as its programming language. Solidarity, Godot, and UrhoSharp are a couple of them. However, why would that be? Programmer Harrison Ferrone ascribes C#'s fame among game designers and motors to its openness, which means the language is generally simpler to learn. Engineers by and large track down their game advancement experience with C# considerably easier, yet the upsides of utilizing C# for game improvement doesn't end there.

With the dependability C# offers, game motors needed to consolidate the language into their system. Well known game motors, like Unity, carried out C# as one of their principle programming dialects, bringing about a lot of fruitful computer game items.

C# is a decades-old language that has gone through a few updates. It was at first delivered in 2001 by Anders Hejlsberg and Microsoft. Since its delivery, C# has amassed a gigantic after, which means solid local area backing and complete libraries.

The help C# gets from its extending local area permits it to develop consistently as a language. Furthermore, with this development comes the need to stay aware of patterns in innovation — paying little heed to industry. One especially significant industry for C# is video gaming.

Since the computer game industry doesn't give indications of easing back down, Microsoft and a great many C# designers ensured the language doesn't all things considered. Today, various devices and libraries make C# appropriate for game turn of events. One such apparatus is the XNA structure. It gives engineers runtime parts expected to execute games on the Windows stage or the Xbox game reassure. Through this system, engineers are liberated from the burdening work of dreary coding, making game advancement quicker and simpler to oversee.

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CHAPTER 5
Implementation and Testing

5.1 Implementation

The establishments of game hypothesis are utilized in game improvement since it is a part of choice hypothesis that portrays reliant choices. Most examinations in this class portrayed various parts of game execution innovations on different sorts of stages. They thought about improving programming abilities, 2D/3D liveliness's and illustrations, sound designing, project the executives, rationale plan, story-composing interface plan, and AI procedures. Different sorts of game execution innovations can be found in the writing. The innovations investigated in these examinations are fundamentally worker applications (application runtime, worker side prearranging, and UI and correspondence), customer applications, information bases, and engineering. A similar report additionally portrayed the embellishments that can be utilized for execution: application stages, game motors, and different sorts of modules. The structure incorporates ventures from plan through execution that depend on game hypothesis establishments and spotlight predominantly on game models, Nash balance, and procedures of play. The proposed structure incorporates building plan and details, a proposed game outline, a game beginning up interface and trouble scaling, game demonstrating, the game climate and player control, and a free-form battle framework.

5.2 Quality assurance

Interaction approval assumes a significant part in evaluating game quality. Assortment and assessment of interaction information from the pre-creation stage through to the after-creation stage either give proof that the general improvement measure delivers a decent quality game as an end result or uncover that it can't. Just two examinations were accounted for under this grouping. Stacey et al. [S122] utilized a narrating methodology to evaluate the game improvement measure. They did a two-year contextual analysis in a four-man

advancement group. Astrachan et al. [S126] attempted to approve the game creation measure by breaking down the improvement cycle and plan choices made during advancement. The extent of studies done under this class was restricted. The contextual analyses were accomplished for little groups and were restricted to just one stage. In the game advancement measure, quality confirmation and interaction approval are basic parts, and standard procedures are inadequate. More investigation is expected to give further experiences. QA for games needs more exploration consideration on the grounds that almost no work has been accounted for.

5.3 Beta Testing

Beta testing in games is utilized to assess generally speaking game usefulness utilizing outside analyzers. Beta testing is a sort of first open delivery for testing purposes by clients. Game distributers regularly think that its successful in light of the fact that bugs are distinguished by clients that were missed by designers. In the event that any ideal usefulness is missing, it should be tended to at this stage. This testing is performed before conclusive game delivery.

5.4 Heuristic-based testing

Heuristics are a sort of plan rule and can be utilized as an assessment device by game plan engineers or clients. Essentially, heuristics can be utilized in programming to test the interface. In games, assessment should reach out past the interface on the grounds that other playability encounters likewise need assessment like the game story, play, and mechanics.

Heuristic testing should be possible during the advancement interaction and rehashed from the early plan stage. It is ideal for game testing in light of the fact that after the game is executed, in the event that anything turns out badly, it will be too costly to even consider fixing and will influence the task plan. This theme additionally needs consideration by analysts.

5.5 Empirical testing

Experimental testing approaches for the game-testing stage have been investigated by a couple of scientists. The methodologies portrayed by these analysts have zeroed in just on end result quality and ease of use.

Trial results showed the significance of the approval cycle in game turn of events. The extent of the investigations done under this classification was exceptionally restricted, and different parts of eventual outcome testing have not been investigated by specialists.

5.6 Marketing

After a game has been developed, the final step is marketing. Marketing of games includes a marketing strategy and a marketing plan. The marketing strategy is directly related to the choice of users and the types of games that are in demand.

CHAPTER 6

Conclusion and Future Scope

6.1 Advantages

In this step, we want to discuss about the advantage of our gaming project:

1. It is easy to use/play. Anybody can play this game. No age restriction. Adult, Child anybody can play.
2. It is not an internet connected game. So, after installing this game there is no need internet connection.
3. It will improve historical knowledge.

6.2 Limitation

1. 1.It is very difficult to design real map wise gaming set. For implementing gaming map, we need more time. Also designing map wise store, tree, object, building is so difficult.
2. Firstly, we develop this game only for android version.

6.3 Future work

1. Publish this game in google play platform
2. Day by day try to input more location
3. Develop for window, mac os
4. Improve gaming graphics and have to make realistic.

6.4 Conclusion

Now a days we are getting more and more affected in online based platform, gaming main thing internet-based platform. We can not imagine our life without electronic device. Children are getting more affected with electronic device such as computer, mobile phone etc. They love to play video games. But they don't like read and write. Not only child but also adult people are getting affected with video game. Like pubg, call of duty, free fire. But they don't have any concern about their study. However, the most important thing we

have seen many times many tv channel and local news paper took interview of many student and ask them about freedom fight but they can't give any proper answer about that. It is really a concerning thing. Also, they don't know about their own living places history. They don't like to know about history. Not only history someone don't like to know about freedom fight. That's why we are choosing this option. Not only children's people love to play video games. This is our effort to prevent thus problem which is mentioned above. We think by this game we can make better learning process. Many parents they don't like video game. They think it is bad habit for their children's. This can also change parents thought and concern. It is not only our effort to change learning process we can make profit from this gaming platform. Like we can earn from location wise store by adding their store in gaming map. Publishing in play store we can earn from that platform. And finally, our game is safe to play.

APPENDIX

Appendix: Project C# Code Documentation Reflection

This is the documentation of C# code. We will need to install visual studio for doing this code section.

No 1

```
using System. Collections;
using System.Collections.Generic;
using UnityEngine;

public class PickKey : MonoBehaviour
{
   public Component doorcolliderhere;
   public GameObject keygone;
   // Start is called before the first frame update
   void Start()
   {

   }

   // Update is called once per frame
   void OnTriggerStay()
   {
      if(Input.GetKey(KeyCode.E))
      doorcolliderhere.GetComponent<BoxCollider> ().enabled = true;

      if(Input.GetKey(KeyCode.E))
      keygone.SetActive (false);
```

```
    }
}
```

No 2

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

[RequireComponent(typeof(CharacterController))]
//thanks for watching! have a great day :)

public class Player : MonoBehaviour
{
public float Speed = 0f; //add these values in editor
public float JumpSpeed = 0f;
public float Gravity = 0f;
public Camera PlayerCam;
public float LookSpeed = 0f;
public float XLimit = 0f;

CharacterController characterController;
Vector3 moveDirection = Vector3.zero;
Vector2 rotation = Vector2.zero;

//optional
public bool canMove = true;

private void Start()
```

```
{
characterController = GetComponent<CharacterController>();
rotation.y = transform.eulerAngles.y;
}

private void Update()
{
if (characterController.isGrounded)
{
Vector3 forward = transform.TransformDirection(Vector3.forward);
Vector3 right = transform.TransformDirection(Vector3.right);
float curSpeedX = canMove ? Speed * Input.GetAxis("Vertical") : 0;
float curSpeedY = canMove ? Speed * Input.GetAxis("Horizontal") : 0;
moveDirection = (forward * curSpeedX) + (right * curSpeedY);

if (Input.GetButton("Jump") && canMove)
{
moveDirection.y = JumpSpeed;
}
}
moveDirection.y -= Gravity * Time.deltaTime;

characterController.Move(moveDirection * Time.deltaTime);

if (canMove)
{
rotation.y += Input.GetAxis("Mouse X") * LookSpeed;
rotation.x += -Input.GetAxis("Mouse Y") * LookSpeed;
rotation.x = Mathf.Clamp(rotation.x, -XLimit, XLimit);
```

```
PlayerCam.transform.localRotation = Quaternion.Euler(rotation.x, 0, 0);
transform.eulerAngles = new Vector2(0, rotation.y);
}
}
}
```

No 3

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class OpenDoor : MonoBehaviour
{
   public Animation hingehere;
   // Start is called before the first frame update
   void Start()
   {

   }

   // Update is called once per frame
   void OnTriggerStay()
   {
      if (Input.GetKey(KeyCode.E))
       hingehere.Play ();
   }
}
```

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Plagarism checked by
Dr. Fizar Ahmed
Assistant professor
Daffodil International University

04 June 2021

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