

HARRY POTTER RPG

Group-5

RajaKumari Kothareddy

Brahmendra babu Valeti

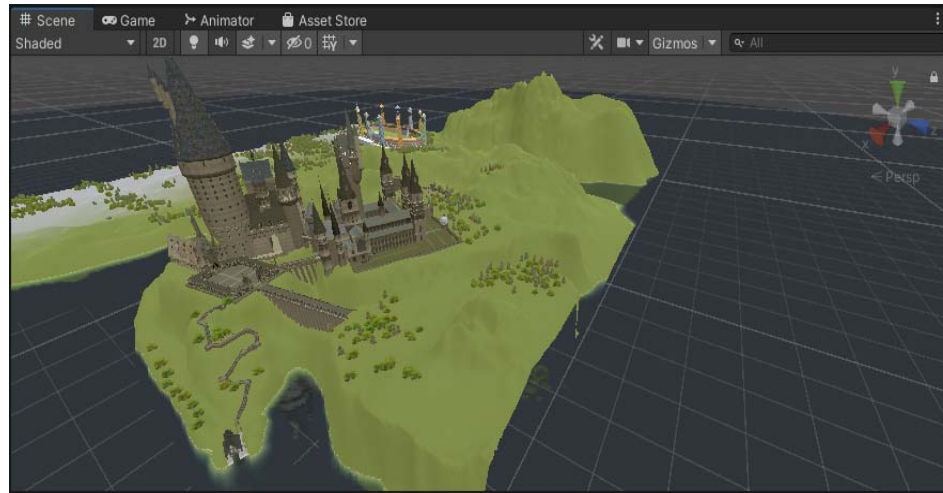
Yamini Bode

INTRODUCTION

- ▶ The Harry Potter RPG is an immersive game that combines various game components and features, and consists of three scenes, each with unique components that provide an immersive gameplay experience to the player.
- ▶ The game includes several objectives and challenges that the players complete to progress through the game, such as collecting magical items and completing quests.

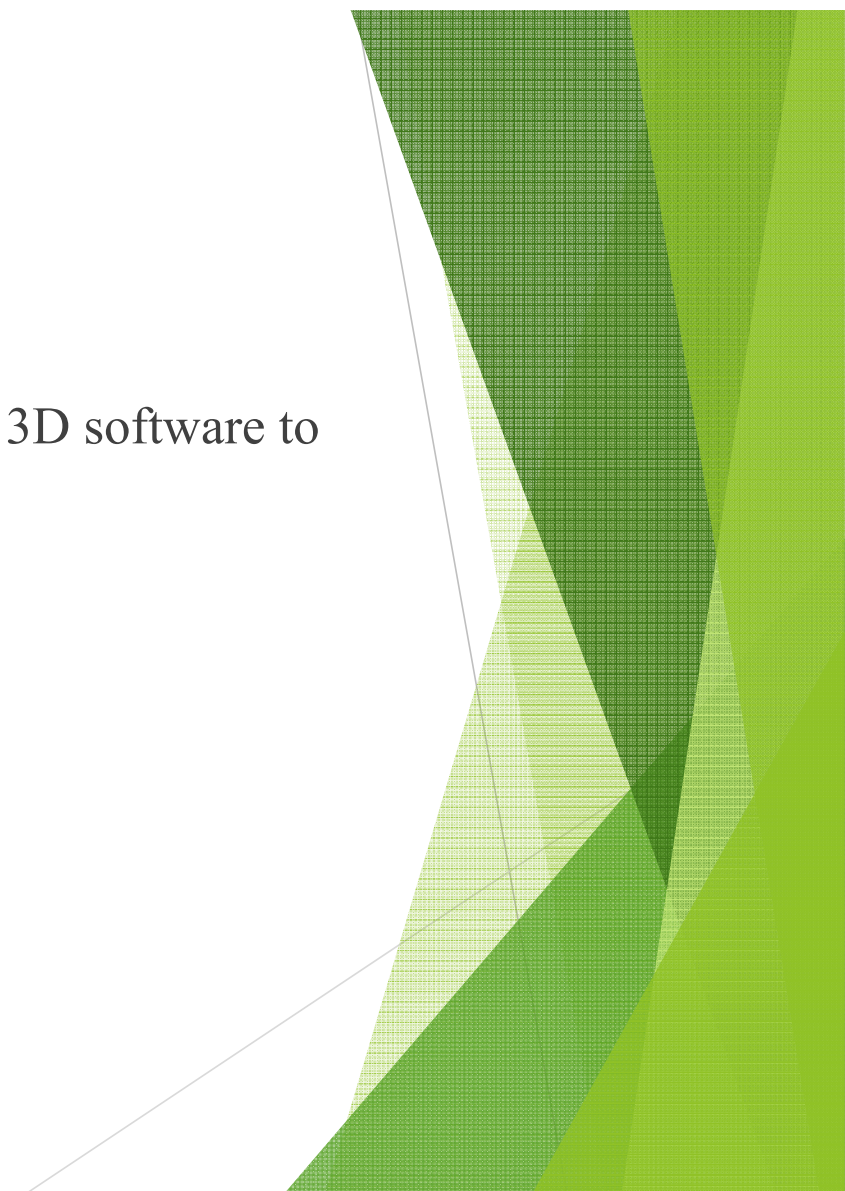
MODELLING

- ▶ The **virtual** environment of the game consists of Hogwarts and the Forbidden Forest and include elements like buildings, trees, rocky terrain, and NPCs.
- ▶ The avatars used in the game include the main characters of the Harry Potter series, as well as other characters such as Draco, Hagrid, and humanoid NPC talkers.



Software and Hardware

- ▶ 3Ds Max was used for object modelling and Unity 3D software to develop the interactive gameplay.
- ▶ To play the game one needs:
 - ▶ Keyboard
 - ▶ Mouse / Joystick



Sound

- ▶ The game includes various sounds such as background music, sound effects, and character dialogue to enhance the player's immersion in the gameplay.



Animation

- ▶ The game features various animations for the different game objects which include:
 - ▶ **Player:** walk, jump, run
 - ▶ **NPCs:** talk
 - ▶ **Monster spiders:** roaming, attack, death animations



Interactivity

The user-triggered events implemented in the game are

- ▶ clicking on NPCs to access missions
- ▶ picking firewood
- ▶ casting spells .
- ▶ Clicking on monster spiders to kill them.

These events have been included to make the gameplay more interactive and challenging for the players.



Scenes

The game consists of three scenes

- ▶ Introduction Scene : welcomes the player to the game and provides an overview of the game's story and objectives.
- ▶ Main Menu Scene : allows the player to access different game modes, settings, and options.
- ▶ Hogwarts Scene: is the main gameplay scene where the player can explore the virtual Hogwarts castle, attend classes, complete quests, and participate in duels.

Game Components

The game components include characters, NPCs, maps, and spells.

- ▶ **NPCs:** The NPCs provide various missions the player can complete, enabling them to progress in the game. (The tasks can be accessed by clicking on the humanoid NPCs).
- ▶ **Maps:** The map contains various locations the player can visit, enabling them to discover new places and interact with new characters.
- ▶ **Spells:** The spells include Flying Broomstick (press E to activate) and Lumos (press Q) to enable the player to complete missions and progress in the game.

Game Hotkeys

The game hotkeys are:

- ▶ B - Access bag and select items.
- ▶ C - Change character.
- ▶ Z - Hide User Interface.
- ▶ Left Mouse - Select Target.
- ▶ WASD - Basic Control to move the character.
- ▶ Right Mouse - 3D Direction Control.

Photon Unity Networking

PUN has been implemented to enable online gaming and easy multiplayer integration into the game.

