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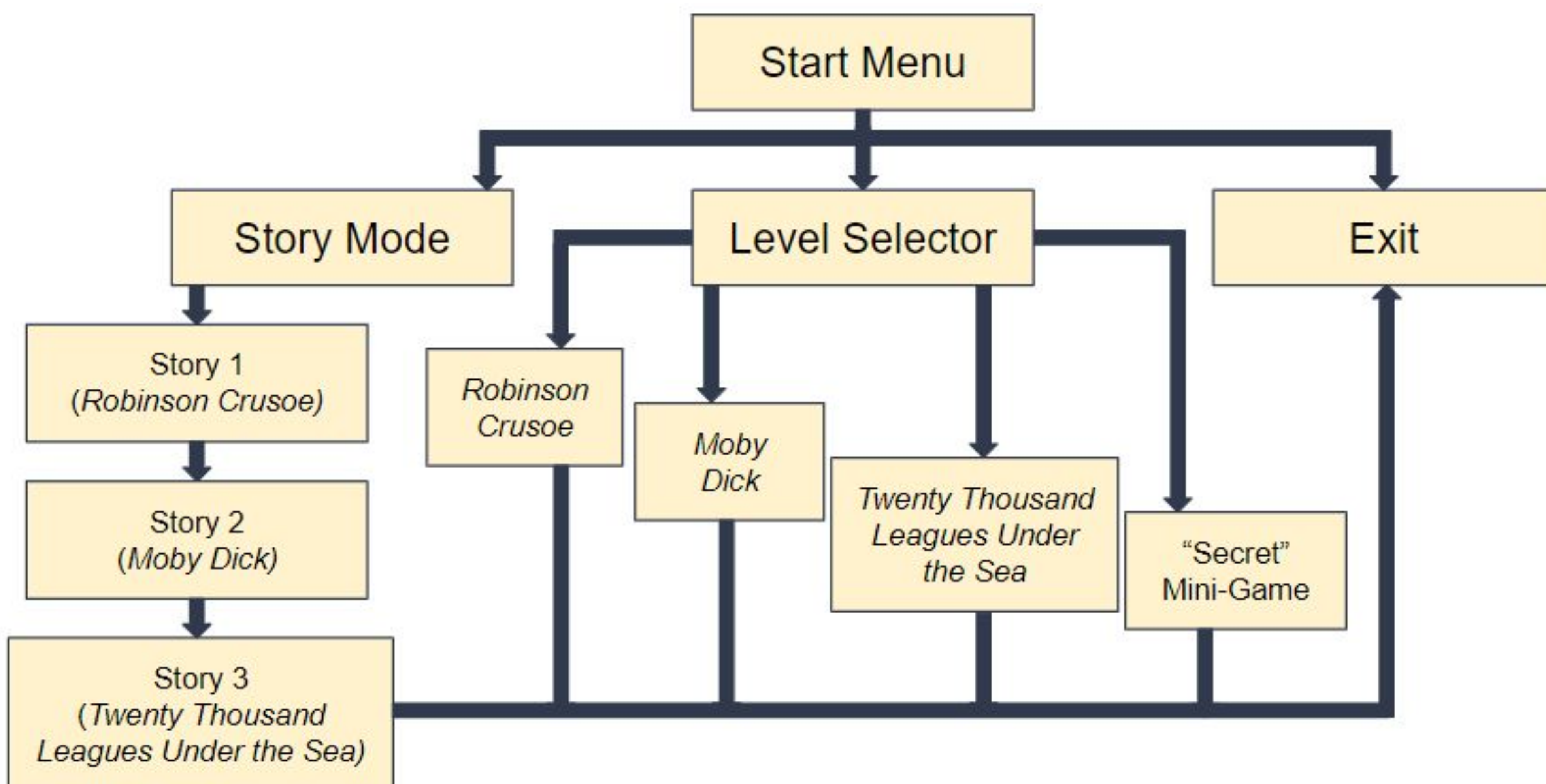
Description & Purpose

- Walkthrough Canon is a 3D adventure game, with a narrative borrowed from three classic stories
(*Robinson Crusoe*, *Moby Dick*, *Twenty Thousand Leagues Under the Sea*)
- Goal is to familiarize and educate people on these novels within a virtual medium
- Result is an interactive and immersive world that challenges the player's critical thinking skills

Proof of Concept



Design



Ethical & Intellectual Property Issues

Intellectual property issues:

- Copyright on published works expire after 70 years
- Walkthrough Canon contains entirely free assets from the Unity asset store, as well as custom modeling done by the group

Ethical Issues:

- Telling the narrative of these older stories, while recognizing the progress and advancement in social standards today

Download the game

