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Forgotten Blades

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3D games one of the most widely spread entertainment media cross the world. Being an interactive media made the game industry achieve higher revenue even more than cinema movies industry. It's designed to give the player the ability to control the flow of events depending on player choices of the player. Game development have many models the one we used separate the development process to six stages environment design, models design, texturing, rigging, Programing. In our project we used game engine called unreal engine 4 (UE4) and modeling programs (3D Max, Maya,) to design our 3d game. The game engine UE4 is the main program for developing the game. All six partes of the project implemented on it directly or indirectly from the begging to the stage packging and release of the game. This project aim to provide a new experience of medieval and fantasy environment with an example of arabe environment and new story line. 3D games have various examples in learning, increaseing abilities and simulation.