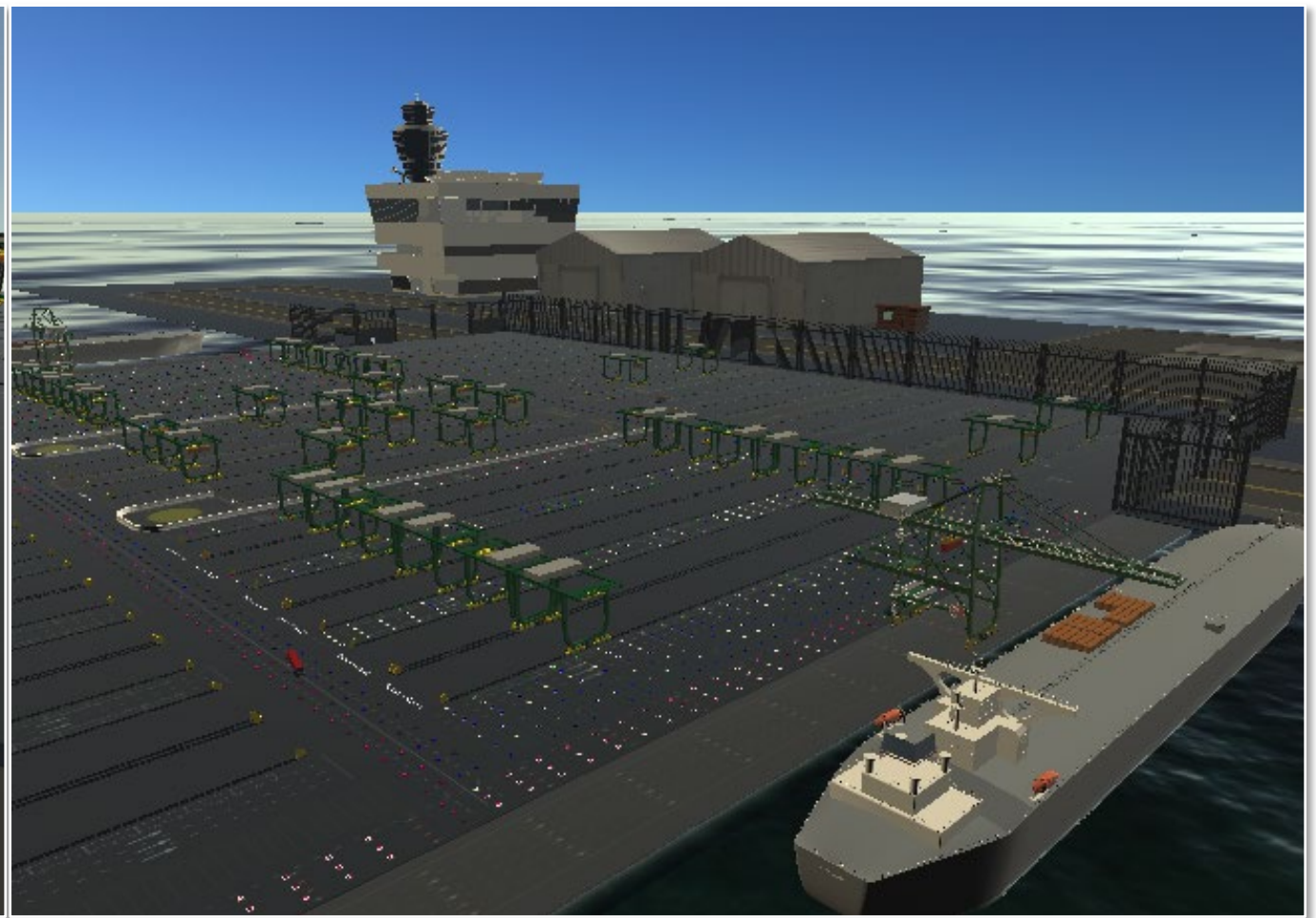# Interactive 3D Port Terminal
Using Unity3D

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Project Objectives:

The objective of the project is twofold. The first is to amplify the dynamic user and game interaction to make it more approachable for the general public. The second objective is to add onto the 3D simulation by gearing it towards a serious game concept. These incorporations allow the public to discover the port at their own pace and explore the operations of not only the Tuas Mega Port but also terminal ports in general and attain a level of appreciation for these vital services in a fun and engaging way.

Serious game is the integration of a training tool for a real-simulated situation that implements informative feedback with the game aspect which ensure it to be engaging and approachable to users.

With the general public as the target audience, there is an important emphasis on users. Consequently, **User Experience and User Interaction (UI/UX)** principles are implemented into the game to ensure that the game is all-in-all comprehensible and appealing.