

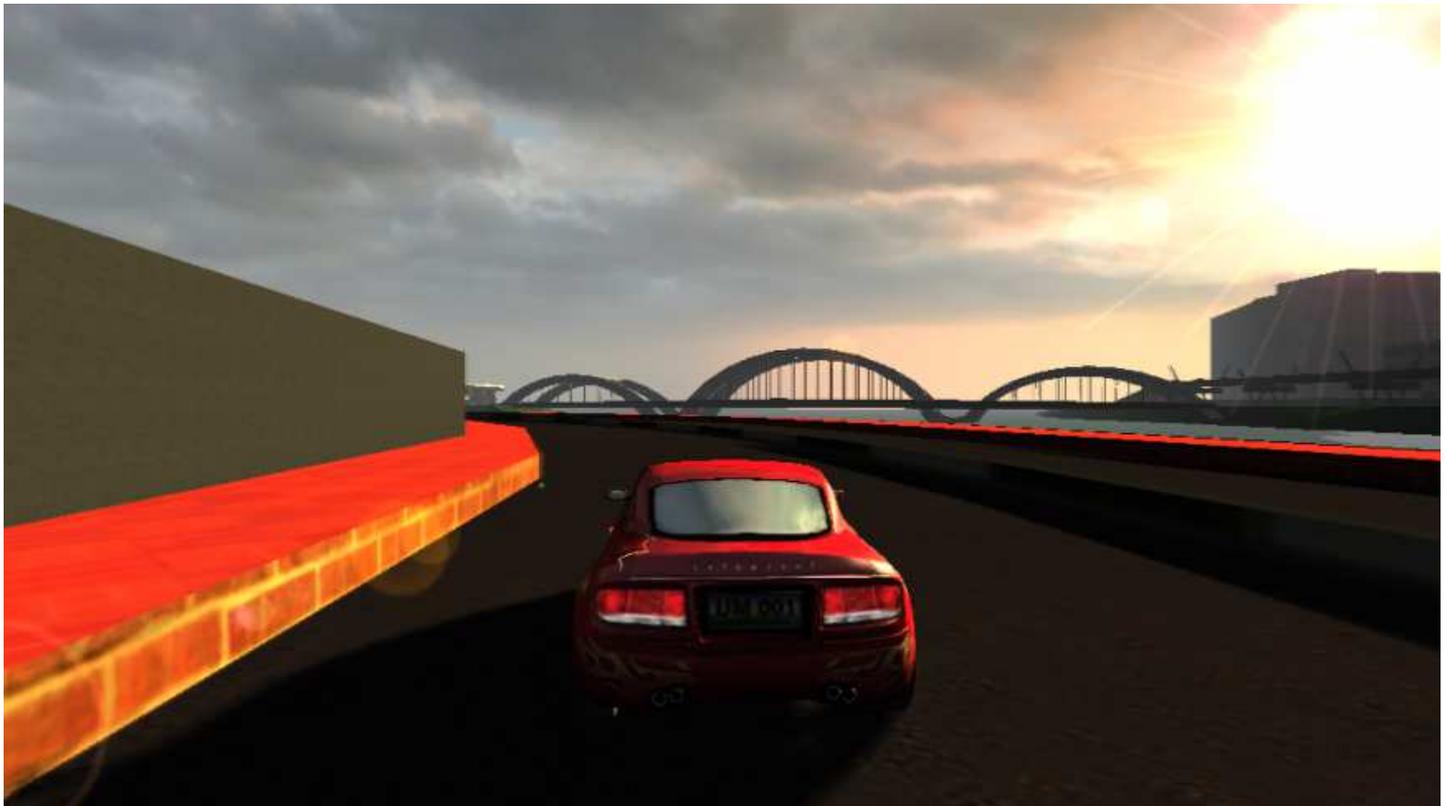
Created on February 10, 2014 at 19:44

Mission Hatirjheel

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TMAG

The game from MassiveStar Studio



Though this is not the first, but this is the most extensive initiative taken to create a video game in Bangladesh. With “Hatirjheel: Dream Begins,” the game from MassiveStar Studio, it’s still a long way to go. Explore their voyage with Saudia Afrin

Humans instinctively love to dream, however, to fulfil that dream beyond all hindrances is the biggest challenge. According to the Economist Intelligence Unit’s list 2014, Dhaka attained the first place in terms the most squalid city on earth. Though, embracing all the cons of the country some people still harbour a belief to create a truly beautiful Bangladesh. “Hatirjheel: Dream Begins” is a culmination of that dream, hope, and hard work.

Its beauty and accessibility is what makes Hatirjheel the current sizzling place for city dwellers. It’s a true demonstration of what we as Bangalis can do. Additionally, this project greatly inspired the MassiveStar Studio team. To further enhance their plans, the team conducted an extensive research on the gaming perceptions of Bangladeshis. The realisation that people are clamouring for a locally developed video game, fuelled their journey.

Besides aiming to create a game that is fun, MassiveStar Studio, also aim to convey an insight into the meaning of life to

the gamers. The game features 31 levels of gameplay, and is suitable for ages eight and onwards. With each passing level, gamers learn how to fight back during emergencies and learn how to survive. On top of that it is able to bring people closer and strengthen ties among family members.

The video game is set to be launched soon and initially can be played only on the PC. However, MassiveStar Studio plans to update it every two months. Also, later on the game will be made compatible with both Android and iOS. Currently, the team is working on how to incorporate our history and culture in video game.

They have recently incepted a project to be carried out in 400 schools. They plan to take in around 80,000 students, to whom they will teach game development.

SM Mahabub Alam, CEO of MassiveStar Studio, said: "A prevalent norm in today's youths is that there is nothing to do in Bangladesh. Most choose the easy way out and fly to a developed country to become successful in life. But their house of cards soon falls apart when they face the reality." He sincerely believes that Bangladesh has thousands of opportunities to work. He added: "Lots of new arenas needs to be created and thousands of projects require nourishment. We want to create a platform for the youth, to show them that there are lots of opportunities. Be patient and explore it!"

Last updated on February 11, 2014 at 11:02

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