

Hanzo Dragonstrike Project

Role: Game Design / Prototype Implementation

Date: October 24, 2025

1. High-Level Concept

Hanzo Dragonstrike is a Unity-based recreation and enhancement of Hanzo's Ultimate ability from Overwatch, inspired by Mix and Jam tutorials.

The project explores **polished projectile mechanics and audiovisual feedback**, focusing on delivering a satisfying, immersive player experience. This version adds **custom sound effects and post-processing effects** emphasizing both visual spectacle and player feedback.

2. Core Gameplay & Player Experience

- **Primary Action:** The player can fire the Dragonstrike ultimate, controlling the arrow's launch and triggering the dragon's destructive path.
- **Feedback:** Audio-visual cues such as impact sound effects and particle trails enhance the sense of power and immersion.
- **Player Experience:**
 - Empowerment: The player feels impactful while using the ultimate.
 - Visual Clarity: Post-processing emphasizes the ultimate's path and area of effect.

Emotional Tone: Intense, cinematic, satisfying

3. Environment & World Design

The environment is designed to showcase the ultimate and support its visual readability.

Zones:

- **Open Field:** Broad visibility for the dragon's trajectory.

Guiding Player Attention:

- Terrain composition and lighting lead the player to key vantage points.
- Post-processing effects highlight the ultimate without overwhelming the scene.

4. Visual & Audio Direction

Visual Cues:

- Trail effects follow the dragon's path, emphasizing movement and scale.
- Particle effects (smoke, fire, sparks) signal impact zones.
- Post-processing (bloom, color grading) enhances cinematic appeal.

Audio Cues:

- Launch sound conveys momentum.
- Dragon roar and impact audio emphasize scale and destruction.

5. Technical Implementation

- **Engine:** Unity 2019.4.41f2
- **Visual Tools:** Unity Post Processing Stack, Particle System
- **Sound:** Audio sources synchronized with animation
- **Scripted Mechanics:** Arrow flight and dragon movement

6. Design Goals & Evaluation

- Showcase a **cinematic ultimate ability** with strong audiovisual feedback.
- Experiment with **player guidance** via visual and audio cues, rather than UI indicators.
- Demonstrate **technical polish** in Unity: effects, sound and scene composition.

Success Indicators:

- Player can clearly track the ultimate's trajectory and impact.
 - Visual and sound effects enhance the feeling of power and immersion.
 - Scene composition emphasizes the ultimate without visual clutter.
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7. Inspirations & References

- **Overwatch** – Original Hanzo ultimate mechanic
 - **Mix and Jam Tutorials** – Technical implementation reference
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8. Closing Note

Hanzo Dragonstrike is both a technical and artistic exploration of **how mechanics, sound and visuals combine to create a cinematic player experience**. Through post-processing and custom audiovisual cues, the ultimate feels **powerful, clear and satisfying** without relying on UI or text prompts.