

Battle Of The Ago is a 2D game of the RPG genre and fights designed to hold players in certain stages. First step when opening the game is the main screen created by me, built to emphasize the proposed style.

Soon after we have the Main Menu, in which I have arts created in the user interface to choose which style the player can have fun. The Challenge phase was designed in a ranking model, in which the player will have to make the maximum score according to the estimated time.

In the Adventure choice we have the stages according to the difficulty, in addition to the inventory for the player. The most interesting thing about the game is the possibility to buy items, since it is only possible when entering a stage, consequently stimulating the player to want to play to buy.

The store phase belongs to Roger, the seller! In which there is a small dialogue. If the player wants to buy, just press the button, otherwise just proceed.

The stages were created in an enemy generation stimulus, in which the player will get coins at the end of each stage.

For the inventory system I used the ID method, both for characters and for items. That way, having a more direct verification and comparison, for example: If the player buys a character and an item, comparing the IDS we have a clearer way to demonstrate the information contained in the character with the item.

Enemies was created an AI system, in which the player is relentlessly pursued from a distance.

The future goal is to bring the Multplayer model to greater player involvement.

My Vision: For 96 hours, I think I had a good result.

Camera: Cinemachine

Data: ScriptObject

Scripts: All done in the project

Artwork: Unity Packages