



Resurrection

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Introduction

Resurrection is a single-player exploration and strategy game inspired by Turkish mythology. The player must find and collect five sacred objects hidden on the map within four minutes to complete their mission. Time and stamina management add a strategic layer to the gameplay.

Problem

Players must find sacred objects and complete the task list within a limited time (4 minutes) and under stamina constraints. The challenge lies in carefully managing resources and making the right decisions.

Final Design Idea Mechanics

- Movement: Actions like running, walking, jumping, and dodging are limited by stamina.
- Task Completion: Objects listed in the task list are hidden on the map and must be discovered by the players.
- Time Management: Players must complete their objectives within four minutes.
- Multiplayer Support: The game supports multiplayer mode through network connectivity, allowing players to collaborate or compete in the same mythological world.
- Third-Person Perspective: The game is designed in 3D with a third-person perspective to provide an immersive gameplay experience.

Dynamics

Exploration and stamina management require players to think strategically. The game progresses as tasks are completed.

Rules

- Only the items specified in the task list can be collected.
- All tasks must be completed before time runs out.
- As stamina decreases, the player's mobility becomes limited.

Design Idea(s)

The game designs are shown below:

Initial Design Idea

The game's theme is inspired by Turkish mythology. The player must find sacred objects hidden on the map and fulfill the conditions listed in the task list. The initial concept was based on game mechanics that require the player to explore to find the objects while managing stamina constraints.



Figure 2. Gameplay visual

Recommendation:

- Larger maps can be added.
- Exploration can be made easier with a hint system.
- Environmental elements that enhance mythological storytelling can be increased.

Conclusion

Resurrection combines Turkish mythology with strategic gameplay to deliver a unique experience. The game stands out with its cultural depth and challenging mechanics.



Figure 1. some missions of the game

Evaluation

Play Testing

Participants:

- Casual players: Accessibility and ease of understanding were tested.
- Mythology enthusiasts: The impact of thematic elements was evaluated.
- Strategy players: The difficulty of gameplay mechanics was tested.

Conclusions:

- 75% completed the tasks.
- Average gameplay duration: 3 minutes and 45 seconds.
- Players found the mythological theme engaging.



figure 3. main character and some collectible items