

BATTLE OF GODS

A 3D VERSUS BATTLE GAME

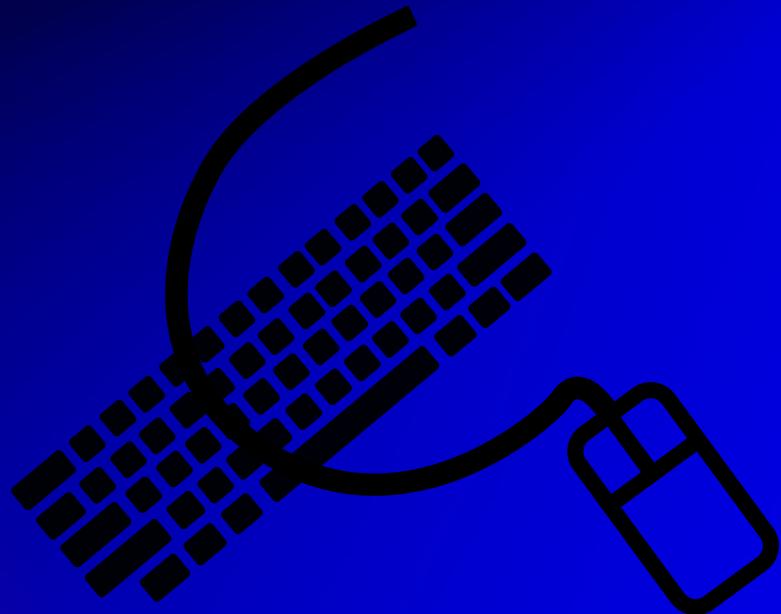
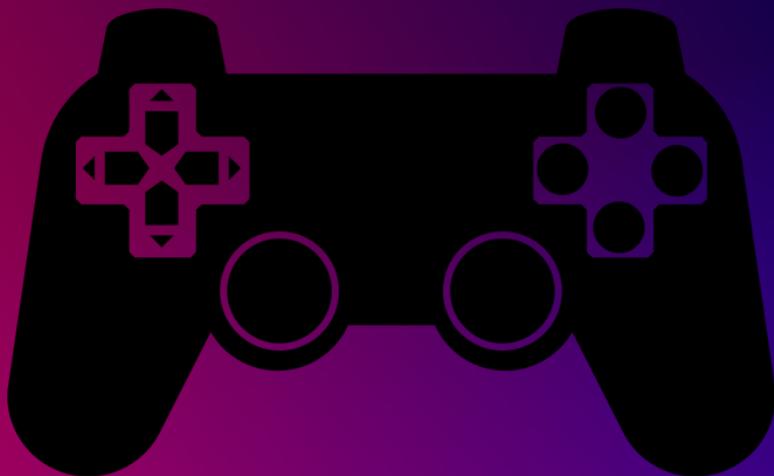


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INTRODUCTION

- **Battle of Gods** is a single player versus battle game that involves combat between two players. Characters generally engage in battle using hand to hand combat in some form of martial arts.
- Battles in fighting games usually take place in a fixed-size arena, along a two-dimensional plane to which the characters' movement is restricted.
- The Game is being developed using Unity Game Engine and Adobe Mixamo is being used for Animating the Character Models.

MOTIVATION

- Motivation for this game is derived from two different game franchises **God of War** and **Mortal Kombat**.
- God of War is a third person story driven adventure game whereas, Mortal Kombat is a one-to-one versus battle game.
- This game is a mashup of both of these genres and offers a versus battles experience between Kratos and his rival Gods, along with a planned story mode for the future.

Technologies Used

- Character Modelling and Texturing is done using **Blender**.
- Game Characters Models are rigged and animated using **Adobe Mixamo**.
- **Unity** is Used as the main Game Engine.
- **PlayMaker** is used for Visual Scripting for character movement and animation controls.

Flow Chart for a Game Dev. Project :





Implementation



>> Creating / Importing Character Models into Blender.

Implementation (contd.)

The screenshot shows the Mixamo web interface for character rigging and animation. On the left, there is a grid of thumbnail images displaying various 3D character models and their available animations. The thumbnails include labels such as "Jumping Down", "Longbow Locomotion Pack", "Sword And Shield Pack", "Capoeira Pack", "Crouch To Stand", "Hip Hop Dancing", "Silly Dancing", "Rumba Dancing", "Joyful Jump", "Zombie Idle", and "Standing Torch Light Torch ON BIG KRATOS". A search bar and a "48 Per page" dropdown are located at the top of this grid.

On the right, a detailed 3D model of a muscular character with a beard and white clothing is shown in a standing pose, holding a torch. This is identified as "STANDING TORCH LIGHT TORCH ON BIG KRATOS". Below the character is a timeline with the number "114 / 120" indicating the current frame. To the right of the character, there is a panel with several controls:

- DOWNLOAD** button
- SEND TO AERO** button
- UPLOAD CHARACTER** button
- Standing Torch Light Torch** section:
 - Overdrive slider set to 50
 - Character Arm-Space slider set to 50
 - Trim: 121 total frames slider ranging from 0 to 100
 - Mirror checkbox

The bottom of the screen shows the Windows taskbar with various pinned icons and the system tray on the right.

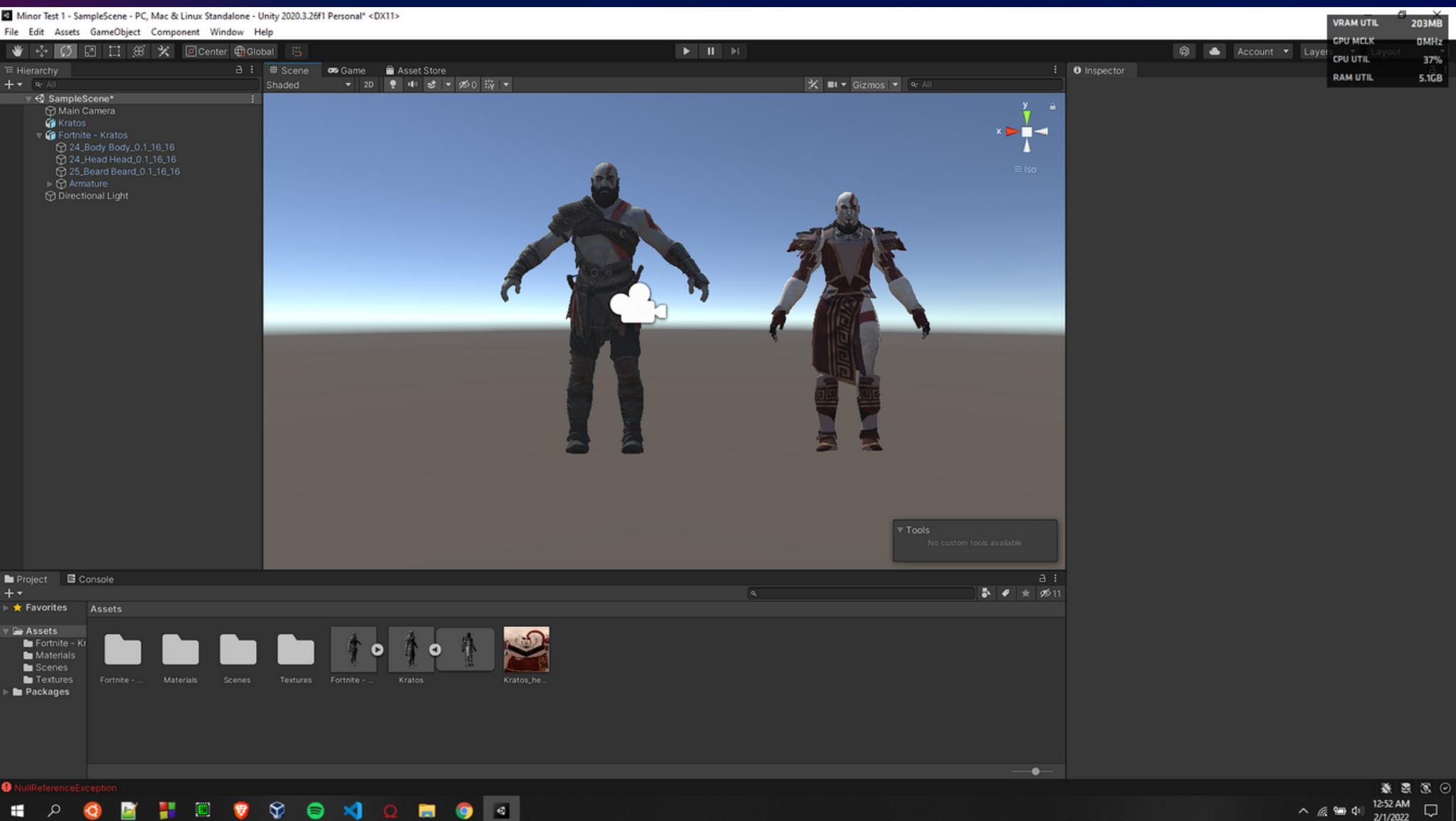
>>Rigging and Animating the Model using Adobe Mixamo Platform

Implementation (contd.)



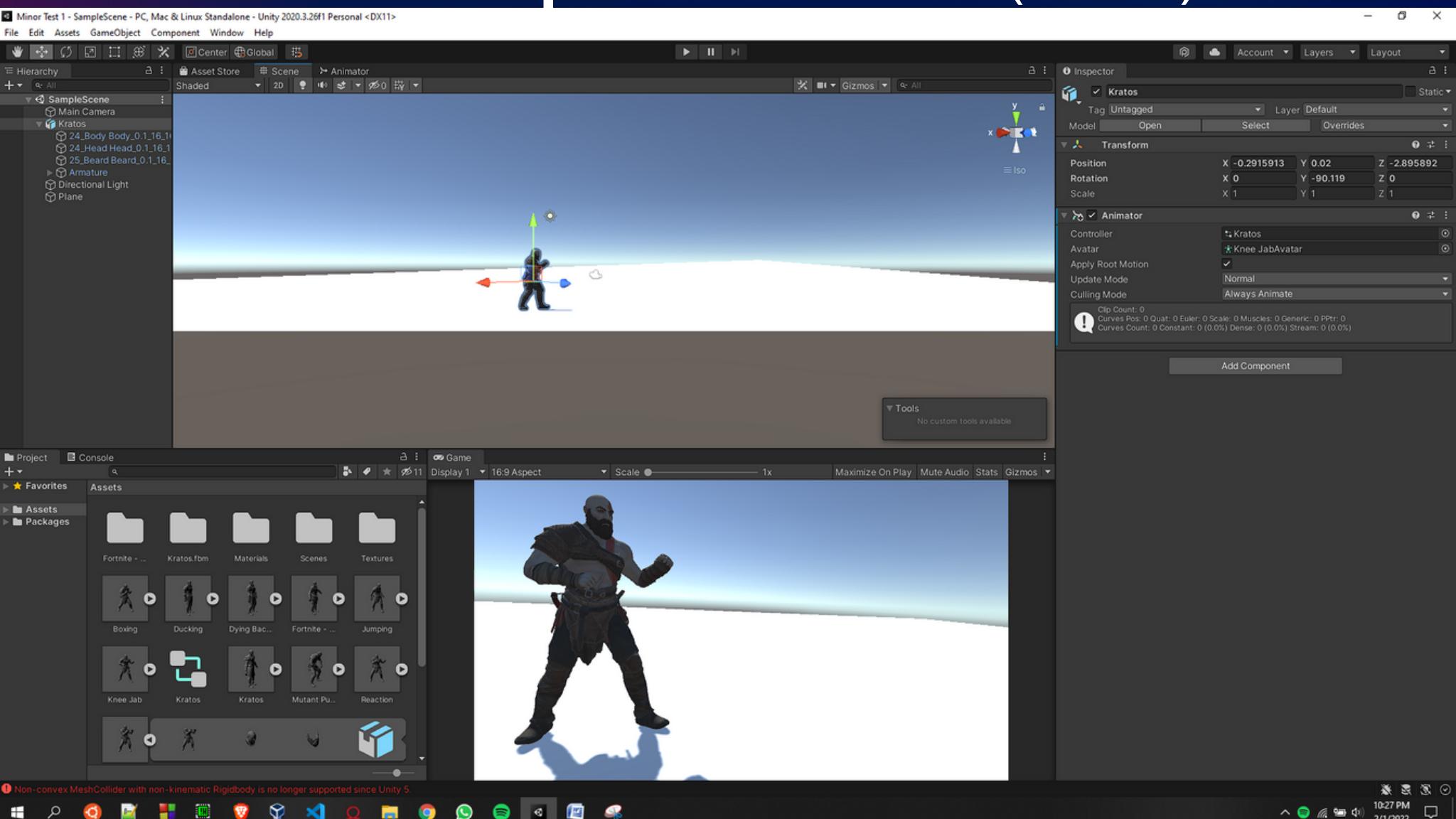
>>Adding Unity Asset Playmaker for Visual Scripting for Camera and Character Animation Controls.

Implementation (contd.)



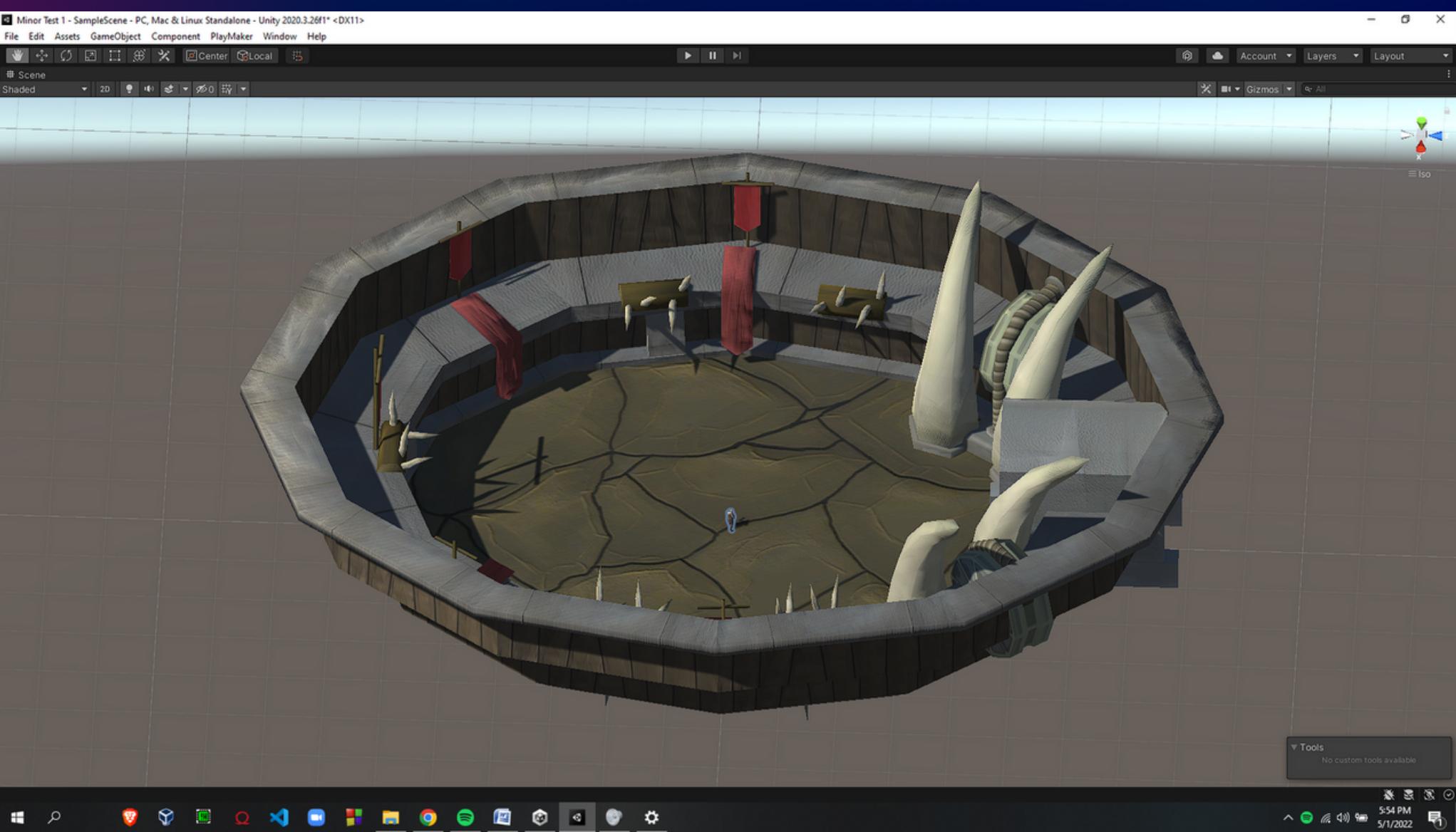
>> Importing Character Rigs into Unity and merging their Respective Texture data

Implementation (contd.)



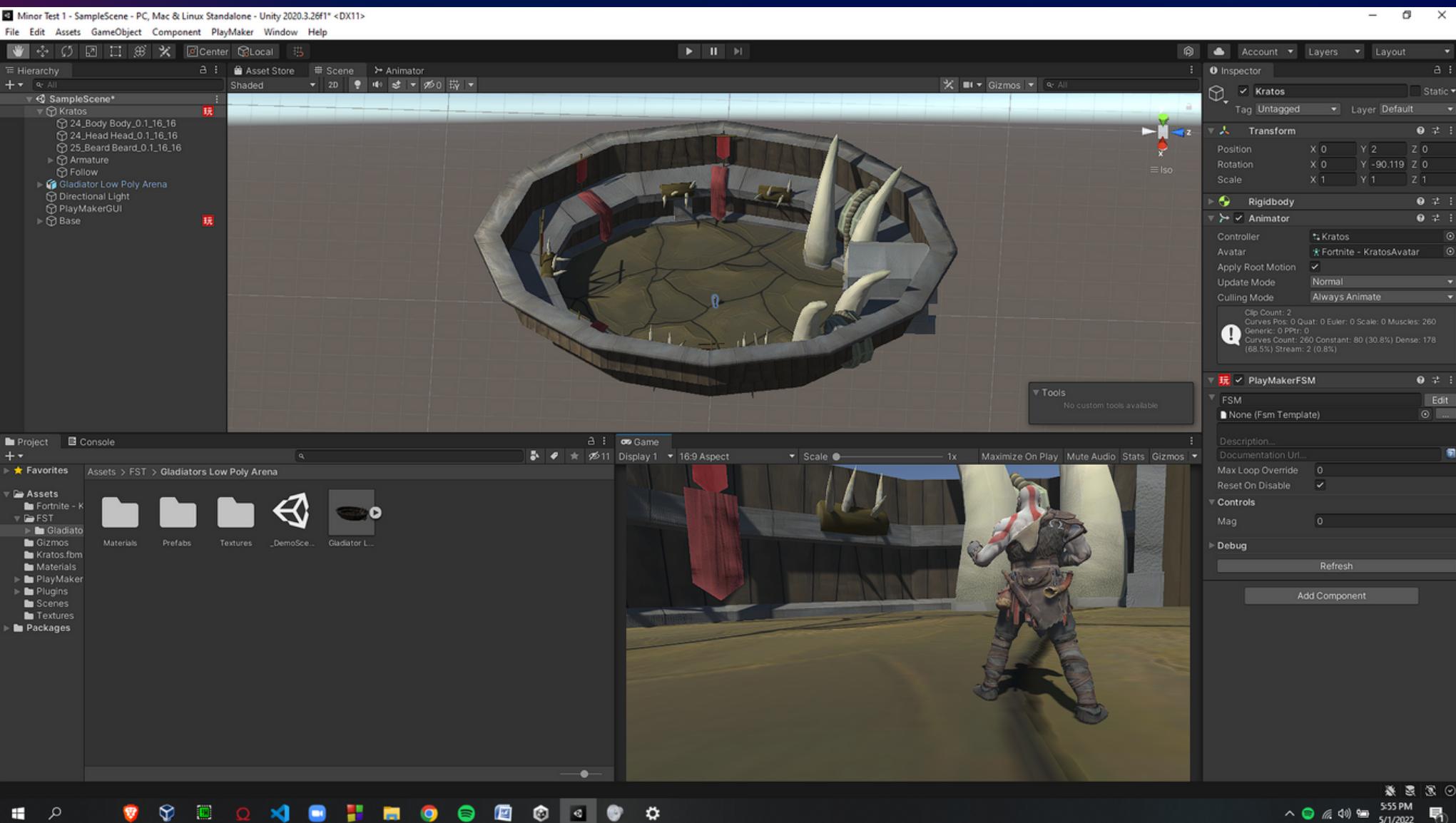
>>Adjusting Camera settings after Adding all the Animations to the Character.

Implementation (contd.)



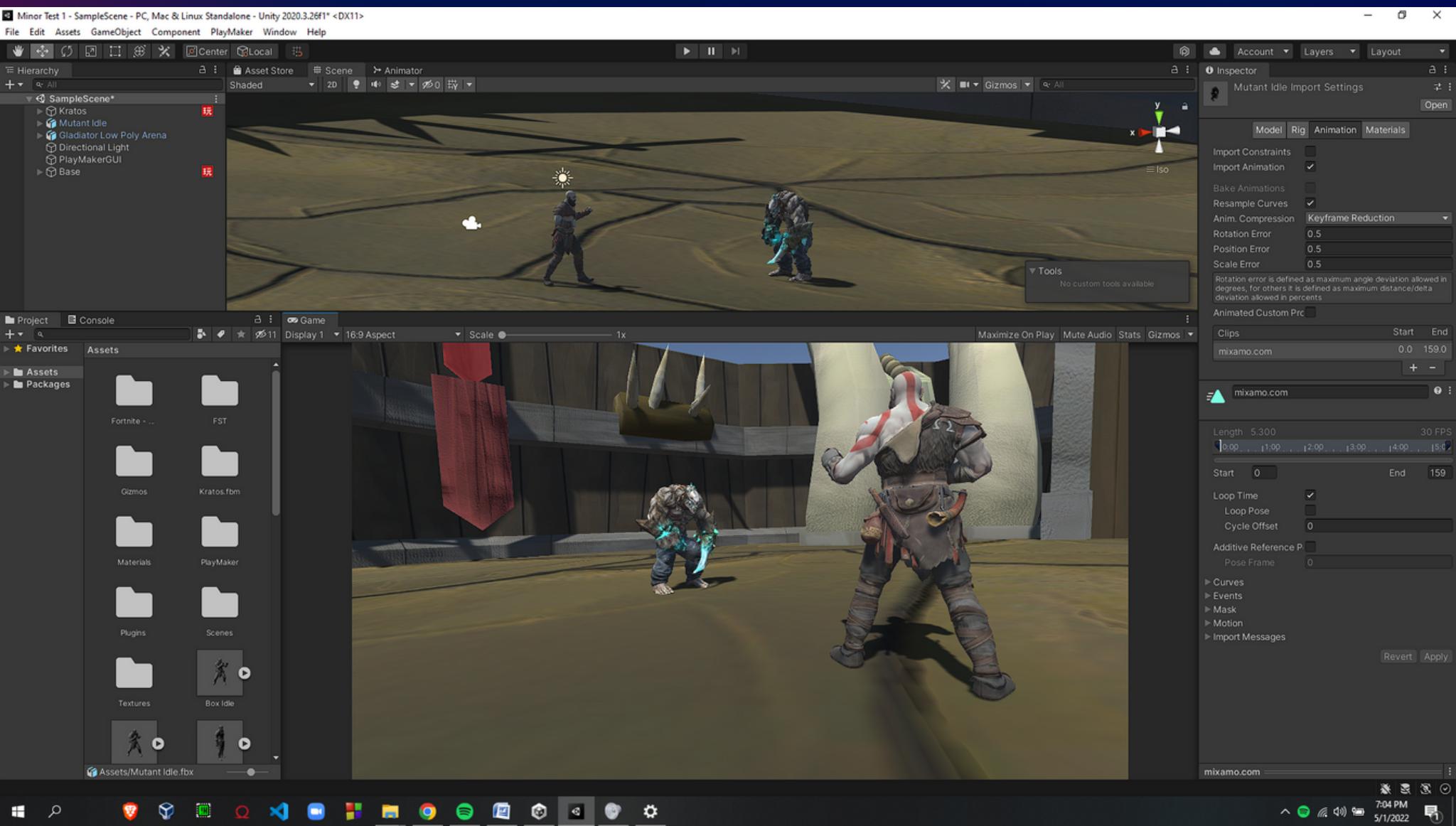
>>Importing Fighting Arena Scene into Unity.

Implementation (contd.)



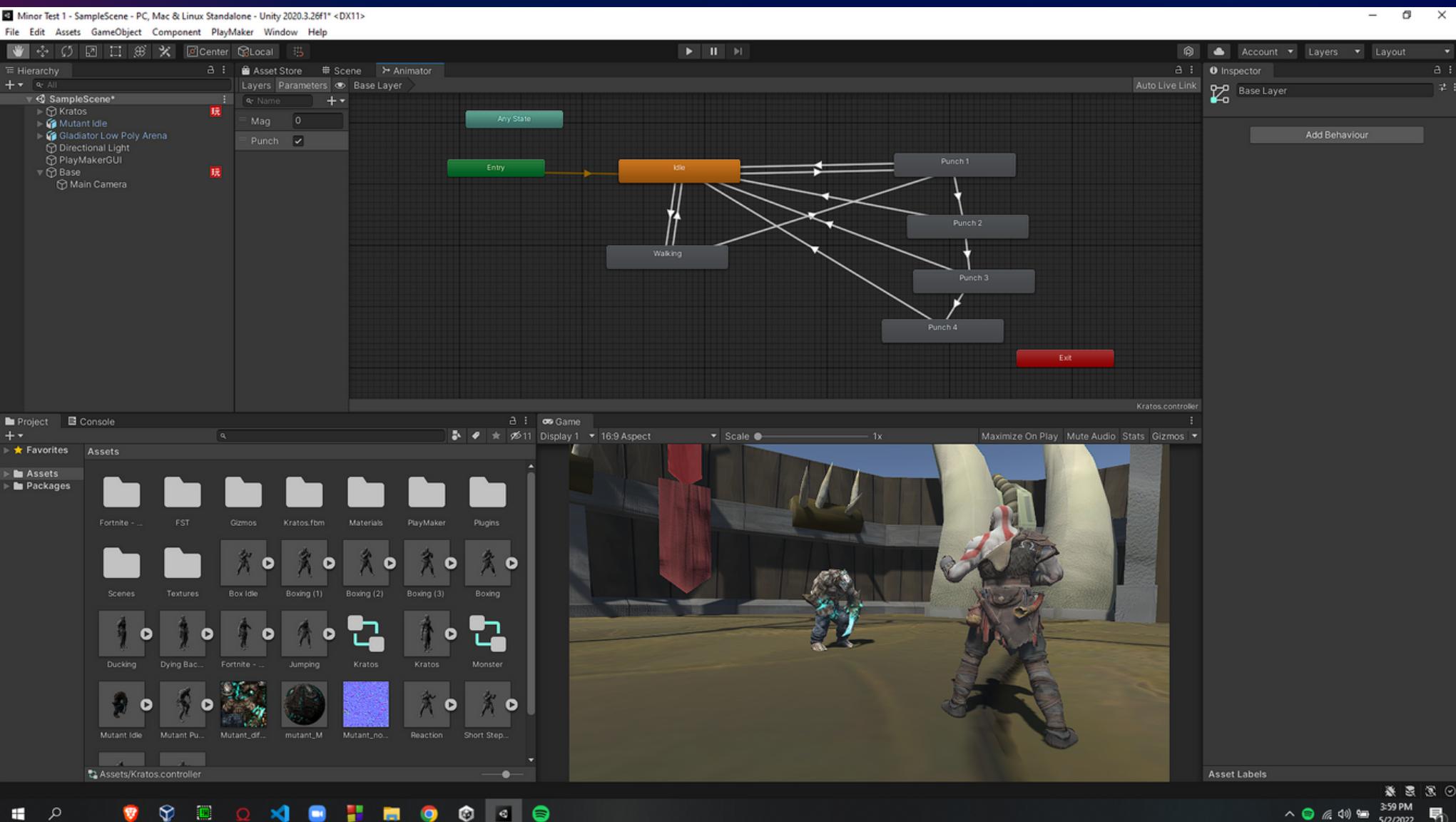
>>Adjusting Character location inside the Arena.

Implementation (contd.)



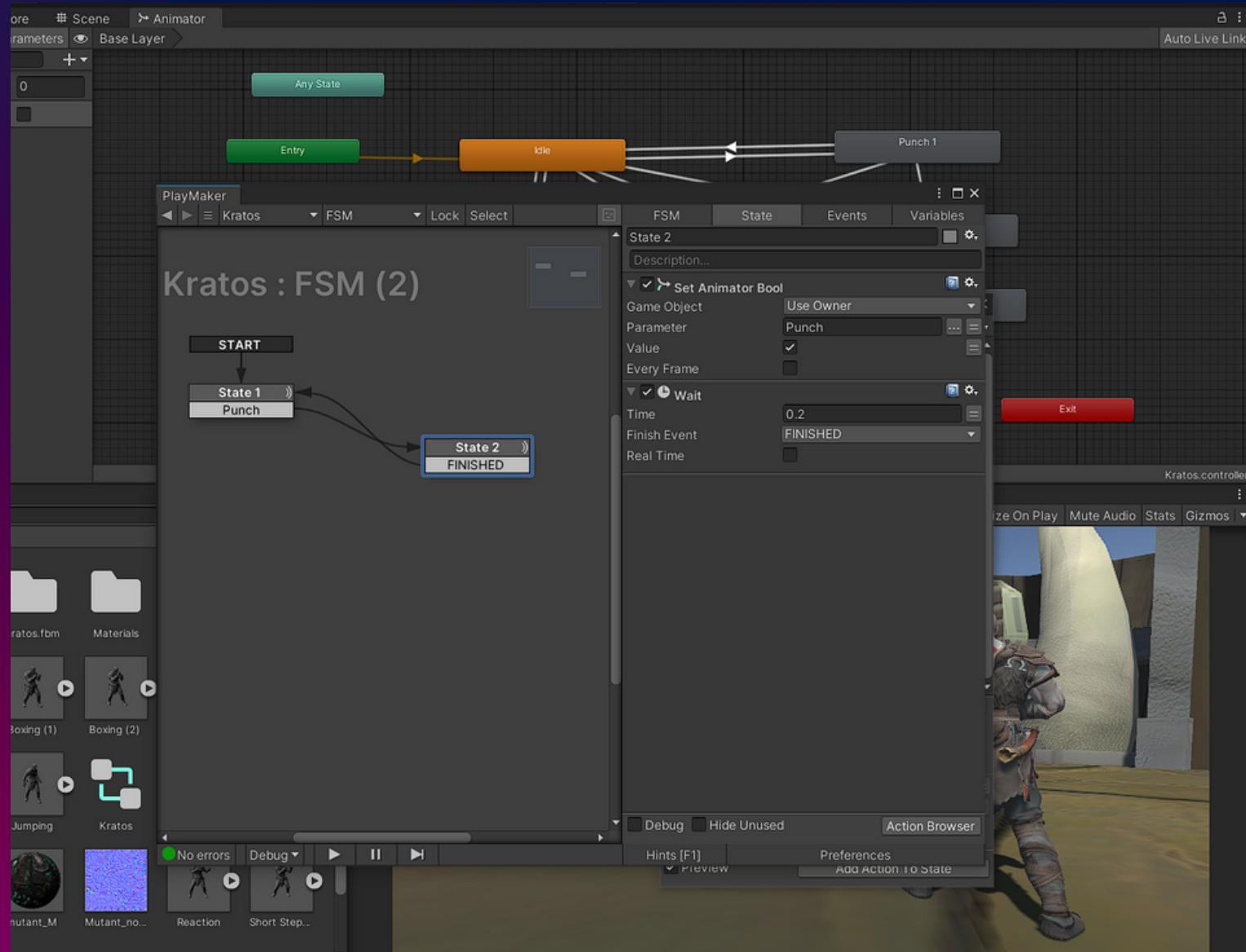
>>Importing Enemy Character into the Fighting Arena.

Implementation (contd.)



>>Animation Controller for the main Player.

Implementation (contd.)



>>Visual Scripting using Playmaker for Character and Camera Controls.



Thank You.