KOÇ
ÜNİVERSİTESİ

Computer Graphics Project Presentation

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Today's Menu

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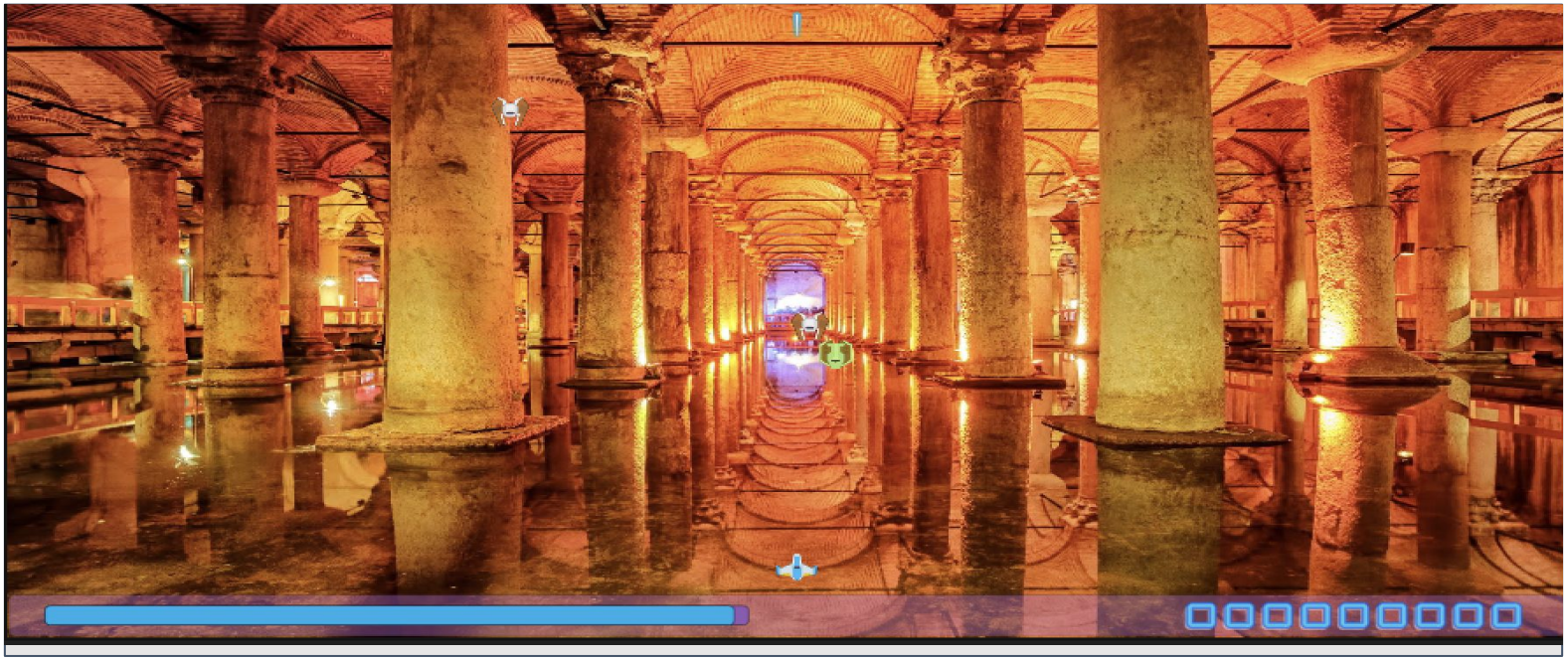


About The Game

KOÇ ÜNİVERSİTESİ

SUBJECT

- Our game is a thrilling, action-packed adventure that combines the classic gameplay of Space Shooter with stunning modern graphics and exciting new features.
- Our game will be set in Turkey, a country steeped in rich history and culture, and we will incorporate five famous locations that showcase Turkey's diverse landscape.
- These locations include the legendary "Maiden's Tower" located in the middle of the Bosphorus, the "Fairy Chimneys" of Cappadocia, the breathtaking "Pamukkale Travertines", the mysterious "Basilica Cistern" of Istanbul, and the majestic "Mount Nemrut".
- We hope that our game will not only provide players with hours of entertainment but also inspire them to explore and appreciate the beauty of Turkey's cultural and historical landmarks.

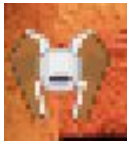
About The Game

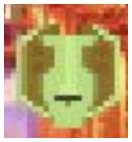
Projections, Lightning, Animations

- Since it's 2d, we used **Orthographic** projection in our game. We get this on unity by making z axis of any model = 0.
- We used ambient lightning on our models and local illumination.
- When it comes to animations we used several of them for; blasting, hitting a target, getting hit, getting die and more..
- Here're some animations…

Models and Collision

- We used ready to use assets from unity store.
- We add collisions on every object to detect collisions and act accordingly.
- Here're some of our models…





Gameplay

UI Design & Mechanics

UI design

- We used unitys' UI design tools to create our menu, display the score..
- Here's how it looks like.

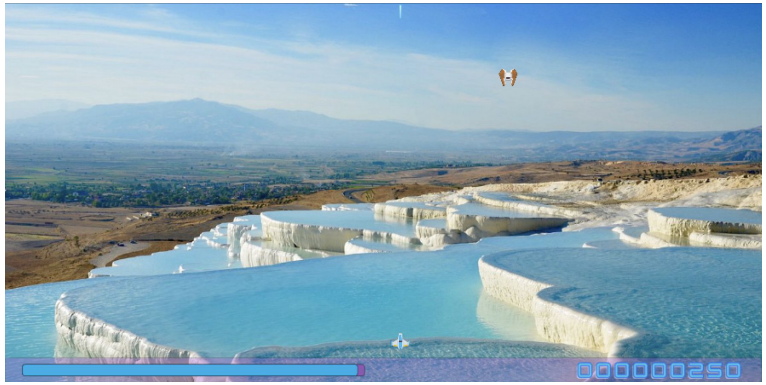
Simple Health Bar

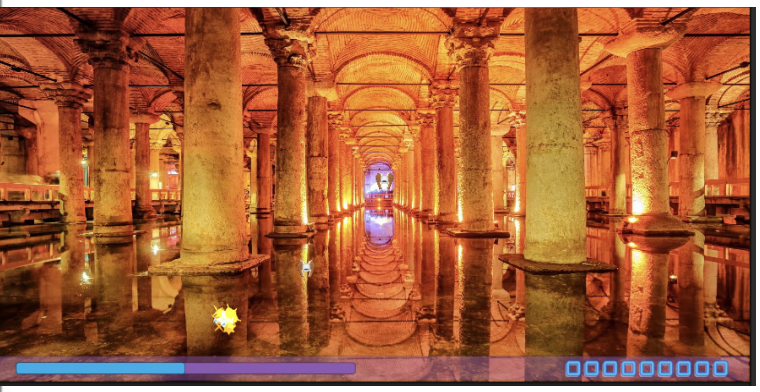
Simple Score Bar

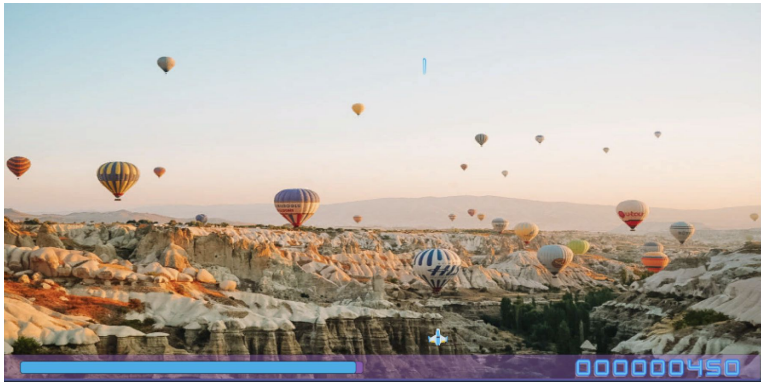
UI Design & Mechanics

Mechanics

- We can fire lazers to enemies
- blow them up
- get hurt
- play animations
- and more..







Thank You for Listening