



National  
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# Fight Utopia

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BSc Honours in Computing

Fight Utopia is an open world role-playing game(RPG) set in Tournaville. Where You must fight to survive or to rule.

## Project Explanation

During making my game I complete the following task:

### Combat System:

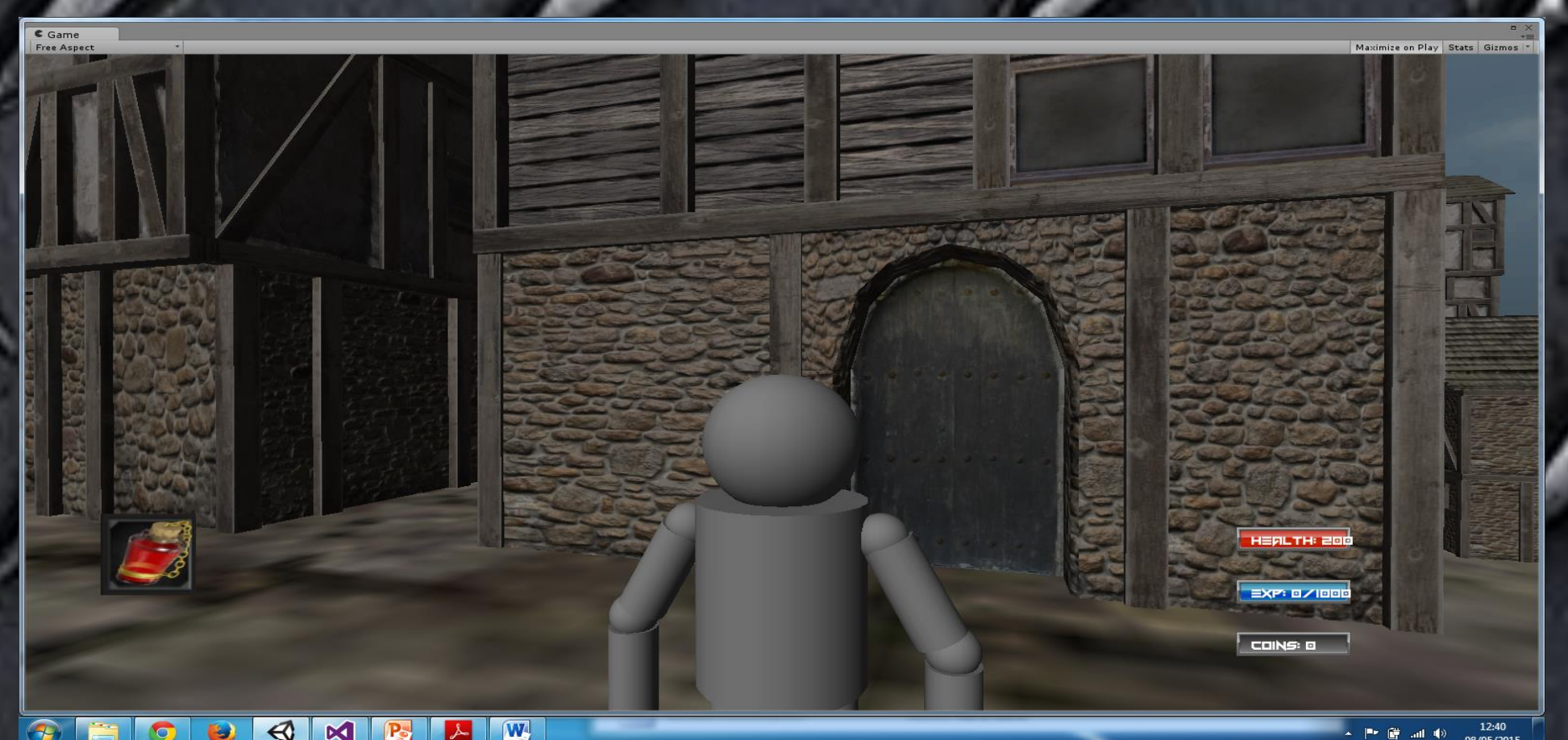
I create a simple fighting system using ray cast, to determine how close an enemy is and if the enemy is close enough the player will hit the enemy.

### Modelling and animations

I decided to create my own character and animated it in Maya. This allowed me to increases my skills using Maya.

### Create a save system

In my game I save the players progress through an XML file. I have a script that reads and writes the player progress to an XML on the computer.



## Technologies used

- Unity and C#
- Visual Studios
- Maya
- PlayStation 3 Controller
- Oculus Rift