Taha Taylan Ceylan B1910.033015

Hamza Şafak Çavuş B1910.033045

# Graduation Project Documentation

## Spirit of Sinners – a 2D Action Platformer Game

Introduction: Spirit of Sinners is a 2d action platformer game. The main focus of the game is a combat between player and enemies. Player’s objective is eliminating enemies through his path and reach the end of the level.

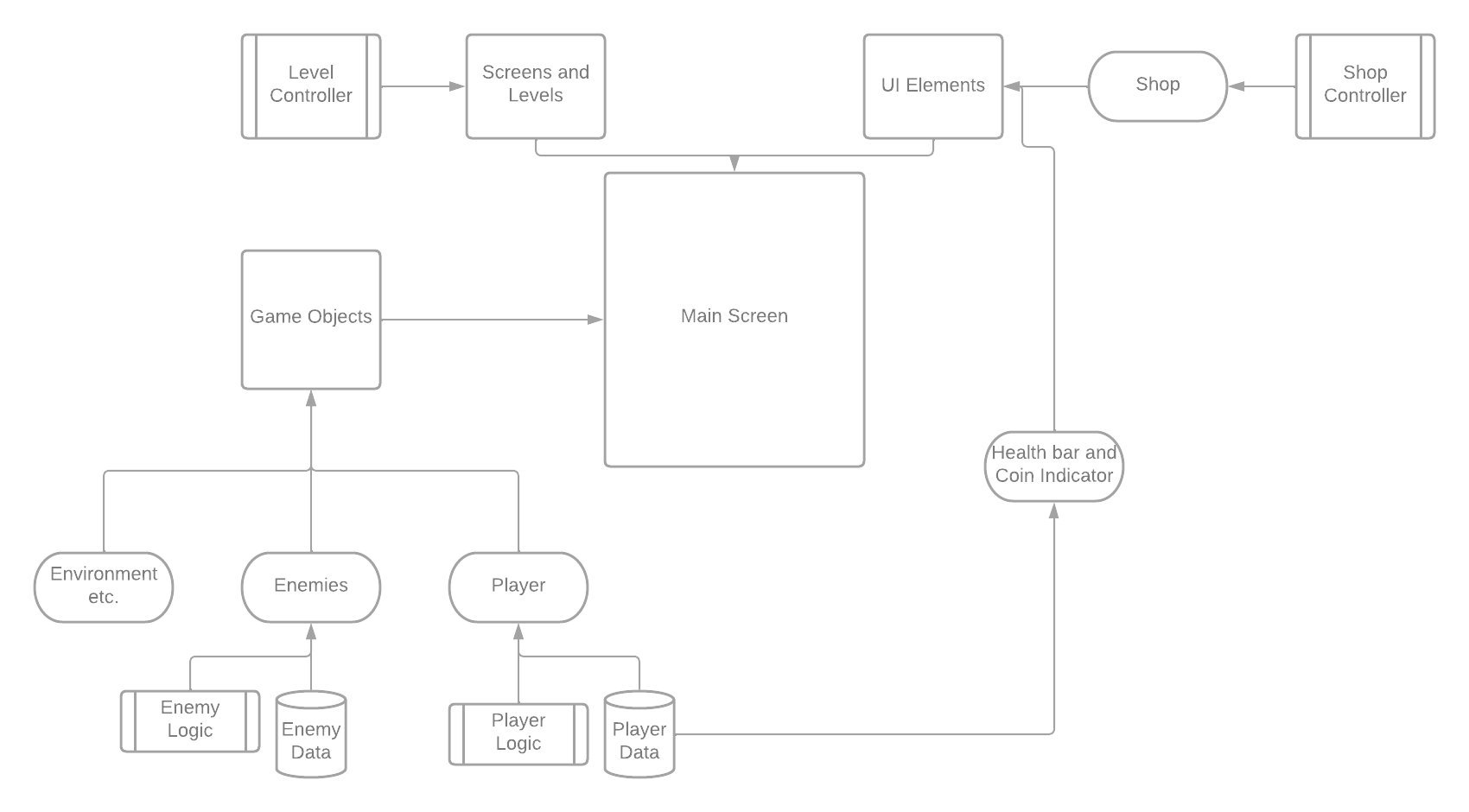
Prerequisits For Players: Spirit of Sinners is very user-friendly game. That means any kind of player can easily adapt to the game and enjoy it. They can read the control schema in the main menu. The game is not hard for the non veteran players.

Prerequisits For Developers: In order to understand the core code, you need to have C# knowledge and be familiar how to use Unity game engine.

You can use the Unity documentation link below to understand the concepts.

<https://docs.unity3d.com/2020.3/Documentation/Manual/index.html>

Black-Box View:



Coding Guideline:

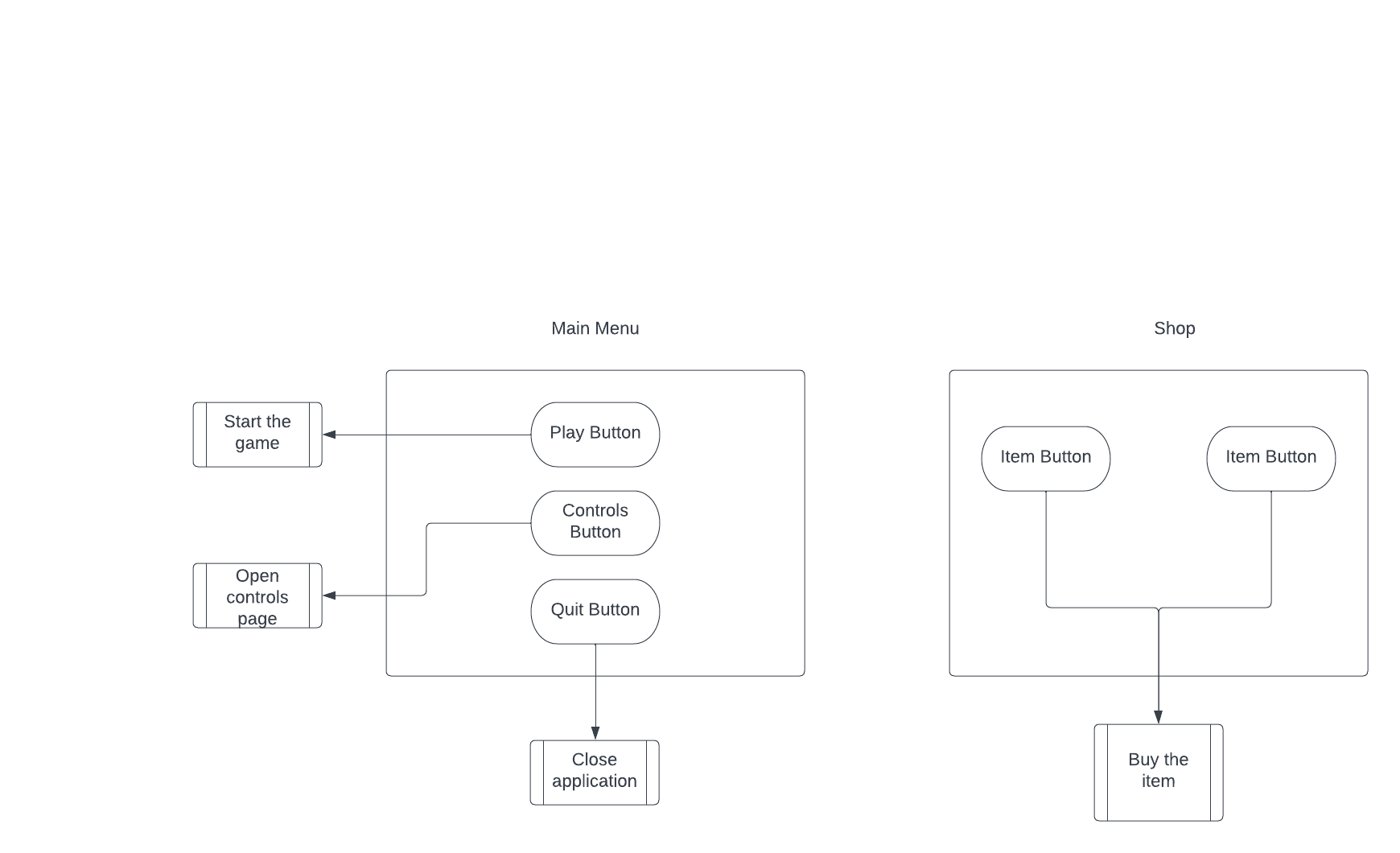
|  |  |
| --- | --- |
| Tools | Resources |
| C# | <https://www.w3schools.com/cs/index.php> |
| Unity | [Unity Documentation](https://docs.unity3d.com/2020.3/Documentation/Manual/index.html) |

Technical Constraints:

|  |  |
| --- | --- |
| Constraint Name | Description |
| Unity Engine | The game made with unity. You can not use any different kinds of game engine for this Project. |

|  |  |
| --- | --- |
| Constraint Name | Description |
| Entity Animation Controller | You can not implement new animation controller logic due to Project architecture. |

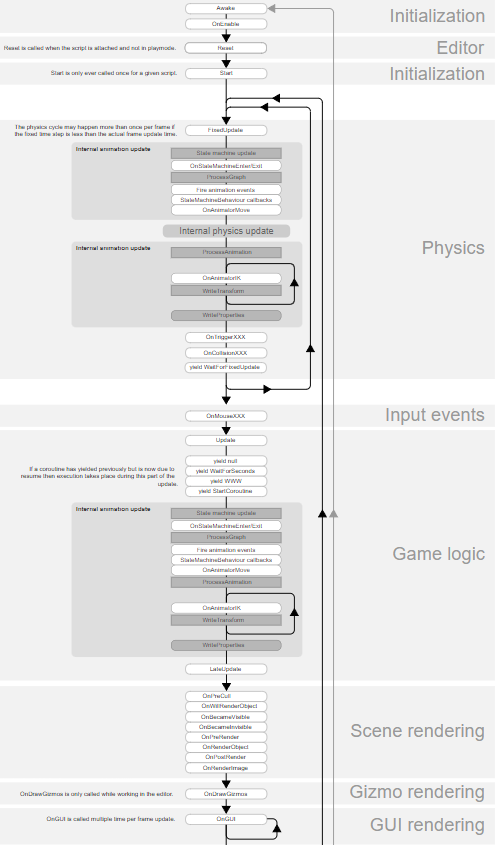
User Interface Diagram:

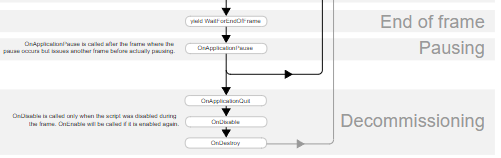


## Installing and Starting The Game: You can download the game files and after clicking the game exe you can start the game.

Solution Strategy: Our solution strategy is developing the core game concept first such as prototyping the bare-bone game and after the prototype part, we focus to polishing the game code and implement clean code principles.

Runtime Diagram:





Source: <https://docs.unity3d.com/Manual/ExecutionOrder.html>

Libraries and Softwares used in this Project:

|  |
| --- |
| Unity Engine |
| Unity Package Manager |
| Unity UI Elements |
| Unity Scene Manager |
| Blender |
| Aseprite |