

RAJALAKSHMI ENGINEERING COLLEGE



**RAJALAKSHMI
ENGINEERING COLLEGE**

THESIS

ACTION GAME: FIGHT TO DEATH

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HORROR GAME: NO LIGHT LEFT

A GAME THESIS

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ABSTRACT

"*Fight to Death*" is a 3D action-adventure game set in an ancient kingdom, where criminals face an unusual and brutal form of punishment: a one-on-one battle for survival. The game immerses players in a gladiatorial combat experience, where the stakes are high, and the consequences are deadly. As criminals are forced to fight for their lives, the arena becomes a symbol of both hope and despair, offering a second chance for survival to those who emerge victorious. The combat is fierce, the enemies relentless, and the story unfolds within a brutal, unforgiving world.

The game begins by introducing players to a kingdom ruled by a tyrannical king who, after arresting criminals, makes them participate in a deadly fighting contest. These battles, set in grand arenas with an ancient Roman-inspired aesthetic, are designed not only to punish but also to give the winner a chance at redemption. As players step into the shoes of one of these criminals, they must face opponents with unique abilities and deadly fighting styles, each more challenging than the last.

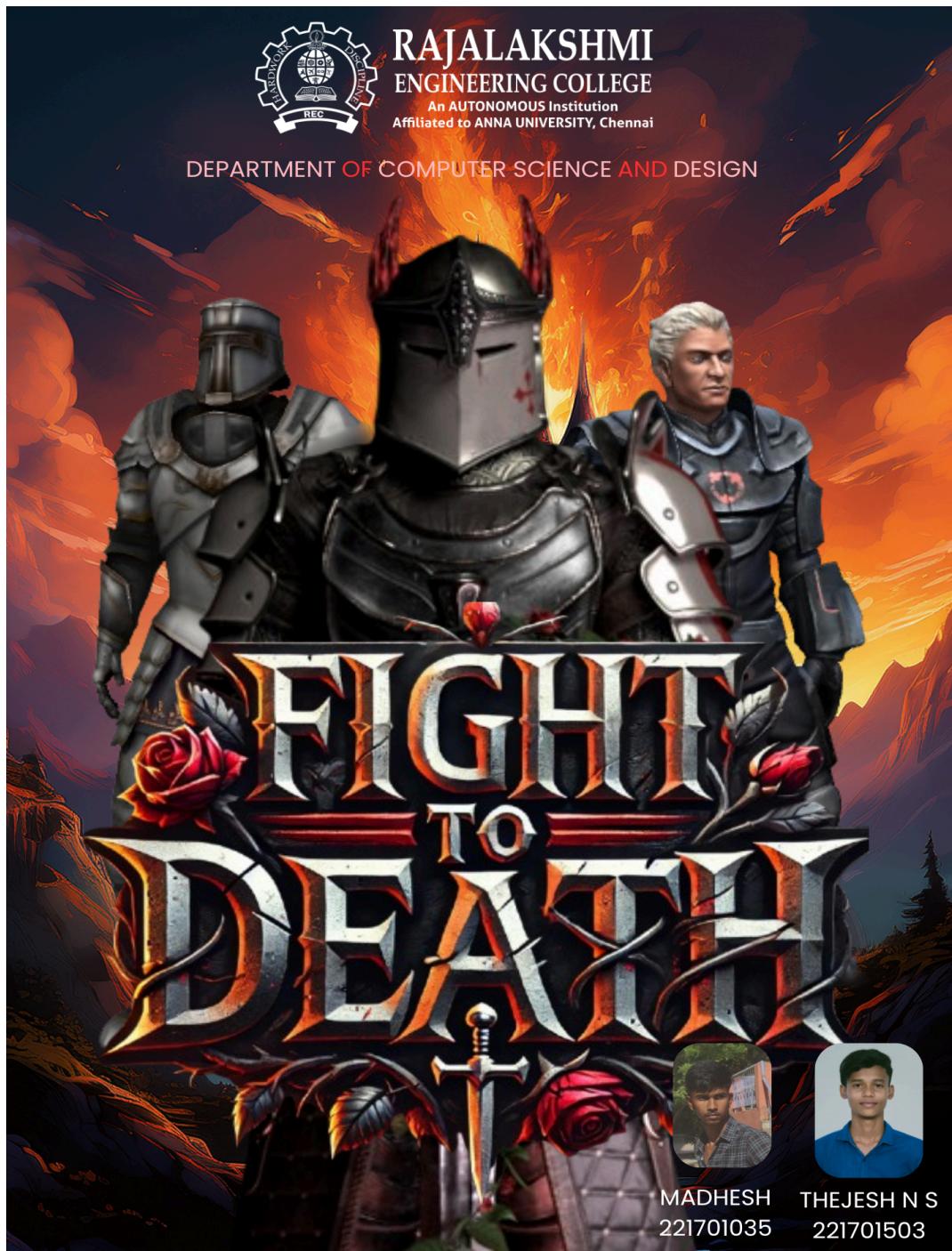
The visual design of *Fight to Death* emphasizes the harshness of the ancient kingdom. The arenas are grand, with architecture inspired by Roman gladiatorial combat arenas, while the environments are infused with ancient symbolism and battle-worn aesthetics. The sound design is equally immersive, with echoes of the crowd, clashing weapons, and the tense atmosphere adding to the intensity of each fight.

The gameplay focuses on skill-based combat, where strategy and timing are crucial to survival. Players must learn to adapt to different enemies, making use of their surroundings, and using limited resources wisely. Every decision matters as they face off against other criminals, with the ultimate goal of winning the king's brutal contest and securing their freedom.

With a strong focus on character development, *Fight to Death* explores themes of redemption, power, and survival. The game challenges players to confront not only their opponents but also the harsh world around them, where every fight could be their last. As the game progresses, players uncover the dark motivations behind the king's cruel contests and must decide if their survival is worth the price they must pay.

The game offers an immersive experience that combines fast-paced action with strategic decision-making, creating a compelling world where each battle is both a fight for life and a moral dilemma. In *Fight to Death*, survival is earned, and the price of freedom is paid with blood.

GAME POSTER



Chapter 1

1.1. Introduction

Fight to Death is a brutal, action-packed 3D fighting game set in an ancient kingdom where justice is forged through combat. In a world ruled by iron law and relentless punishment, criminals are granted a single opportunity to reclaim their freedom: survive the king's brutal arena. One-on-one battles decide their fate, where victory means redemption and defeat brings permanent oblivion.

With its immersive gladiatorial arenas, richly detailed ancient environments, and visceral combat mechanics, *Fight to Death* explores themes of redemption, survival, and the thin line between justice and cruelty. The game's dynamic progression system and evolving combat challenges push players to master both skill and strategy, delivering a gripping experience inspired by the brutal legacy of Rome's gladiators.

1.2 Concept Behind Fight to Death

The core concept of *Fight to Death* is rooted in redemption through combat, where survival is the only path to freedom. Set in an ancient kingdom governed by ruthless law, convicted criminals are granted a singular opportunity to erase their crimes: triumph in a series of brutal one-on-one battles within the king's grand arena. Here, violence is not just a spectacle but a means of judgment, where strength, skill, and strategy are the only currencies of survival.

The arena itself is a living testament to power and fear—echoing with the roars of the crowd and stained with the blood of those who failed to earn their second chance. Each fight is a visceral experience, with dynamic combat mechanics that challenge players to master their warrior's abilities, adapt to their opponent's tactics, and emerge victorious.

Fight to Death explores the harsh realities of survival, the weight of redemption, and the thin line between honor and brutality. Through its immersive 3D environments and intense combat scenarios, players are thrust into a world where every swing of the sword could be their last—or their path to freedom.

1.3 Core Elements of the Game

- **Arena-Based Combat:** Intense one-on-one battles with dynamic weapons and finishing moves.
- **Gladiatorial Arenas:** Unique 3D environments with environmental hazards and crowd interactions.

- **Skill Progression:** Unlockable fighting techniques, armor, and weapon upgrades.
- **Crowd Reactions:** Audience interactions impact morale and unlock special events.
- **Survival and Redemption:** Victory grants freedom, driving the core narrative.
- **Historical Atmosphere:** Ancient-themed settings inspired by Roman gladiators.

1.4 Genre Classification

Fight to Death fits primarily into two closely related genres:

1.4.1. Fighting Game

Players engage in intense one-on-one combat within dynamic arenas. Mastery of weapons, timed attacks, and strategic defenses are crucial to survival. Realistic physics and brutal finishing moves heighten the sense of danger and reward.

1.4.2. Action / Historical Fantasy

Set in an ancient kingdom reminiscent of Roman gladiatorial combat, the game blends action with historical themes. Players explore grand coliseums, interact with dynamic crowds, and fight for redemption amidst immersive, historically inspired environments.

1.5 Themes and Inspirations

The primary themes in *Fight to Death* include **redemption, survival, and the brutality of justice**. In a kingdom where fate is decided by combat, every battle is a test of both strength and spirit. The game explores the desperation for freedom, the honor of victory, and the harsh consequences of failure.

Inspirations are drawn from historical gladiatorial events, ancient Roman culture, and epic tales of warriors fighting for their lives. Classic films like *Gladiator* and *Spartacus*, along with mythological depictions of combat trials, influence the game's atmosphere and storytelling. The arenas are designed to evoke the grandeur and brutality of ancient coliseums, immersing players in the raw intensity of life-or-death combat.



Fig 1.1 Ancient Rome Moodboard

1.6 About the Game Designer

Fight to Death was envisioned and crafted by a dedicated game designer driven by a passion for immersive storytelling and action-packed gameplay. With expertise in Unity and C# programming, the designer set out to create a gladiatorial experience that captures both the brutality and honor of ancient combat.

Inspired by historical epics like *Gladiator* and *Spartacus*, the game designer focused on building realistic arena environments, fluid combat mechanics, and emotionally driven narratives. The vision behind *Fight to Death* was not just to create a fighting game, but to immerse players in the harsh reality of survival where every victory is a step closer to redemption.

Meticulous attention was given to arena design, crowd dynamics, and character customization, ensuring that each fight is as impactful as it is visually stunning. Through a blend of historical inspiration and modern game development techniques, *Fight to Death* emerges as a visceral journey of survival, justice, and triumph.

1.7 Essential Skills for Developing *Fight to Death*

To develop *Fight to Death*, the following skills were crucial:

- **Game Programming:** Proficiency in Unity and C# to implement combat mechanics, character animations, and AI behavior for smooth, responsive gameplay.
- **Level and Arena Design:** Crafting immersive, historically inspired arenas that reflect the brutality and grandeur of ancient gladiatorial combat, with dynamic elements like crowd interactions and environmental hazards.
- **Combat System Development:** Designing fluid and impactful fighting mechanics, including weapon physics, attack combos, and finishing moves that feel visceral and satisfying.
- **Narrative Writing:** Building a compelling storyline of redemption and survival that unfolds through arena battles and character progression.
- **Audio Design:** Creating realistic soundscapes, crowd reactions, and combat effects to enhance immersion and tension during fights.
- **Art Direction:** Designing character models, weapons, and arena environments that reflect ancient Roman influences and the harsh realities of gladiatorial life.
- **Testing and Iteration:** Rigorous playtesting to balance combat mechanics, optimize performance, and refine player experience based on feedback.

Chapter 2

2.1 About *Fight to Death*

Fight to Death is a 3D action-fighting game set in the brutal arenas of an ancient kingdom. In a land where justice is forged through blood and combat, convicted criminals are granted a final chance at redemption: victory in the king's grand arena. One-on-one battles against fellow warriors determine their fate—those who win earn their freedom, while the defeated face oblivion.

The game immerses players in highly detailed coliseums inspired by Roman gladiatorial combat, complete with roaring crowds, shifting battle conditions, and dynamic environmental hazards. Each fight tests the player's mastery of combat mechanics, weapon skills, and strategic awareness.

With its historical atmosphere, engaging narrative, and intense hand-to-hand combat, *Fight to Death* explores themes of survival, redemption, and the harsh reality of justice by the sword. Players must fight not only for their lives but for their honor and a second chance at freedom.



Fig 1.2 Game Logo/Title Screen 1

2.2 Characters

2.2.1 Player Character

The player character in *Fight to Death* is a convicted criminal, sentenced to fight in the king's arena for a chance at redemption. With little more than their physical strength and wits, they must prove themselves against other deadly fighters. Each gladiator is a survivor with a unique backstory, yet they all share a common goal: to secure their freedom through victory.

The player character begins with basic combat skills but can gradually unlock new abilities, weapons, and fighting techniques as they progress. While they may start as an underdog, the player can customize their gladiator's fighting style, armor, and weapons, tailoring their approach to each battle.

Though the character is not a hero, they are driven by the hope of freedom. Every fight, every victory, is a step closer to redemption—but failure means death. The player's choices in combat, strategy, and progression will shape their journey from a desperate criminal to a champion of the arena.



Fig 1.3 Player Character

2.2.2 Enemy Character

The primary enemies in *Fight to Death* are the other gladiators, each with a tragic backstory and a drive to survive at any cost. Among them, there are distinct classes, from brute warriors wielding heavy weapons to agile duelists who specialize in speed and precision. Some enemies are former champions of the arena, who have either lost their sanity or gained an insatiable lust for blood after years of fighting.

One of the most dangerous opponents is the Executioner, a massive, heavily armored fighter with a unique weapon—a greatsword that cleaves through armor and flesh alike. Once a knight of the kingdom, the Executioner now serves as a terrifying force of judgment in the arena. His sheer size and strength make him a formidable opponent, but beneath the armor lies a broken man, lost in the brutal cycle of violence.

Other enemies include Rogues, fast and cunning gladiators who rely on speed and trickery, and Brutes, towering figures who use their immense power to overpower their opponents. Each enemy presents a unique challenge, requiring players to adapt their strategy and combat style to secure victory.

As the player progresses, the enemies become more varied, intelligent, and challenging, culminating in fierce battles that test not only combat skills but survival instincts.



Fig 1.4 Enemy Character

2.5 Storyline and Background

In *Fight to Death*, the player character, a criminal sentenced to death, wakes in a dark, cold prison cell. With no memory of how they arrived or why they were imprisoned, the only thing clear is the looming, inevitable punishment. The king's grand arena awaits, where criminals are forced to battle for their freedom. The arena is a place where only the strongest survive, and the victor earns not just their life but a chance to redeem their past sins.

The story unfolds as the player fights through various gladiatorial bouts, gradually uncovering fragments of their past and learning about the corrupt kingdom that sentenced them. Along the way, they face increasingly powerful enemies, including other convicted criminals who have turned the arena into their personal battlegrounds.

As the player progresses, they learn of a hidden conspiracy within the kingdom—how the king manipulates the arena to maintain control over the people, using combat as both a punishment and a form of entertainment. Dark secrets from the kingdom's history begin to surface, and the player is forced to confront not only their own fate but the true nature of ju

3. Advantages of Fight to Death

- Heightened Thrill and Tension: The game's core combat mechanics, combined with dynamic enemy AI and arena hazards, create a thrilling and intense experience. Every fight feels like a life-or-death struggle, where mistakes can be deadly, and the constant presence of powerful enemies keeps players on edge. The unpredictability of each battle ensures that no two encounters feel the same, amplifying the tension and excitement.
- Deeply Engaging and Strategic Gameplay: *Fight to Death* encourages players to think carefully, manage their resources, and adapt to ever-changing arena conditions. Strategy plays a critical role, whether choosing the right weapon, leveraging environmental advantages, or outsmarting opponents with precise combat tactics. Multiple playthroughs are encouraged as players explore different combat styles, unlock new abilities, and discover hidden strategies.
- Immersive and Atmospheric Combat: The game's attention to detail in the gladiatorial arenas, crowd reactions, and intense sound design enhances the immersion. Roaring crowds, shifting terrain, and atmospheric elements create a vivid, brutal environment that makes each fight feel real and visceral. The relentless pressure of fighting for survival keeps players engaged in the world, heightening the emotional stakes with each victory.
- High Replay Value: The dynamic combat system, varying enemy types, and multiple difficulty settings ensure that *Fight to Death* offers high replayability. Players can experiment with different fighting techniques, face more challenging opponents, or take on different arena challenges, ensuring that every playthrough brings something new and exciting.
- Skill-Based Challenge: *Fight to Death* rewards players who master the art of combat. The game requires precision, timing, and quick reflexes, creating a satisfying sense of accomplishment when overcoming difficult opponents. As players progress, they face increasingly complex enemies that test their skills, keeping the challenge fresh and rewarding.
- Unique and Memorable Enemies: The gladiators and arena bosses in *Fight to Death* are designed to be memorable and iconic. Each opponent has their own unique fighting style, background, and motivations, making them more than just obstacles—they are characters who bring depth to the game's narrative. Their distinct personalities, behaviors, and the challenges they present create lasting, impactful encounters that players will remember long after the fight ends.

4. Conclusion

In Fight to Death, survival is a constant battle against both enemies and your own will to live. The arenas are unforgiving, and the brutal gladiatorial combat forces players to fight not only for victory but for their freedom and redemption. Every battle is an opportunity to prove your worth, but each misstep may be your last. The grand arenas, with their roaring crowds and shifting environments, are the ultimate test of strength, strategy, and perseverance.

Victory in the arena may grant freedom, but the scars of the past are never truly gone. The kingdom's dark secrets are ever-present, and redemption comes at a steep price. The player's journey is one of survival, self-discovery, and brutal combat, where only the strongest and most cunning can claim their freedom.

In the end, Fight to Death is a reminder that survival in a world built on violence and punishment is fragile. No matter how many battles are won, the arena never forgets, and the fight is never truly over. The darkness of the kingdom looms large, and the player's journey toward redemption is only just beginning.

5. Future Enhancements

- **Dynamic Arena Design:** Implementing randomized arena layouts and environmental hazards for each playthrough can ensure that no two battles are the same. This will force players to adapt and strategize differently for each fight, heightening tension and replayability.
- **Advanced Enemy AI:** Enhancing enemy behaviors to be more unpredictable and reactive will increase fear and immersion. Enemies could stalk the player based on noise, movement, or even a heartbeat mechanic, making each encounter feel uniquely dangerous. The AI could learn and adapt to the player's combat style, forcing the player to constantly evolve their strategies.
- **Environmental Storytelling:** Introducing subtle environmental clues—such as bloodstained messages, remnants of past battles, or eerie whispers—can deepen the world-building and immerse players further into the brutal kingdom. These elements would help tell the story of the player's past and the dark history of the arena without overt exposition.
- **Transition to 3D Spaces:** Evolving the game's environments from a 2D/2.5D perspective to fully realized 3D arenas can open up new possibilities for exploration. Players could hide, climb obstacles, or create temporary escape routes, adding new layers of strategy. However, the expanded space would also increase the chances of enemies cornering the player, further intensifying the horror.
- **Adaptive Lighting and Sound:** Implementing a dynamic lighting and sound system that reacts to the player's actions—such as flickering lights, power outages, or sounds that respond to player movement—will create a more immersive and frightening atmosphere. The environment will feel alive, with every creak, whisper, or sudden silence contributing to the tension.
- **Multiple Endings Based on Choices:** Introducing player-driven decisions that affect the story's outcome would give the game higher replay value. These choices—such as whether to ally with other prisoners, spare or kill enemies, or risk taking dangerous shortcuts—could lead to different outcomes, providing a more personalized experience. The possibility of multiple endings will make each playthrough feel unique.

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