

KAMIKAZE JOE



GAMEPLAY

Kamikaze Joe is a fully on-chain tactical PvP arena game. Players compete against each other as elite kamikaze agents, members of shadowy organizations willing to blow themselves up to kill their governments' enemy. Carefully manage your energy, evaluate your opponent's moves and decide when to commit the ultimate sacrifice to kill everyone around you.

Every Agent starts with 100 energy. Players can select a range from 1 to 5 and move across the board, consuming the corresponding amount of energy. Recharge points on the map restore your energy. When you are close to enemies you can blow yourself up to instantly kill and cause 20 damage to the your energy. Bombs have a 1 square range around you.

The last Agent standing in the arena wins.

HOW TO PLAY

SELECT
ENERGY

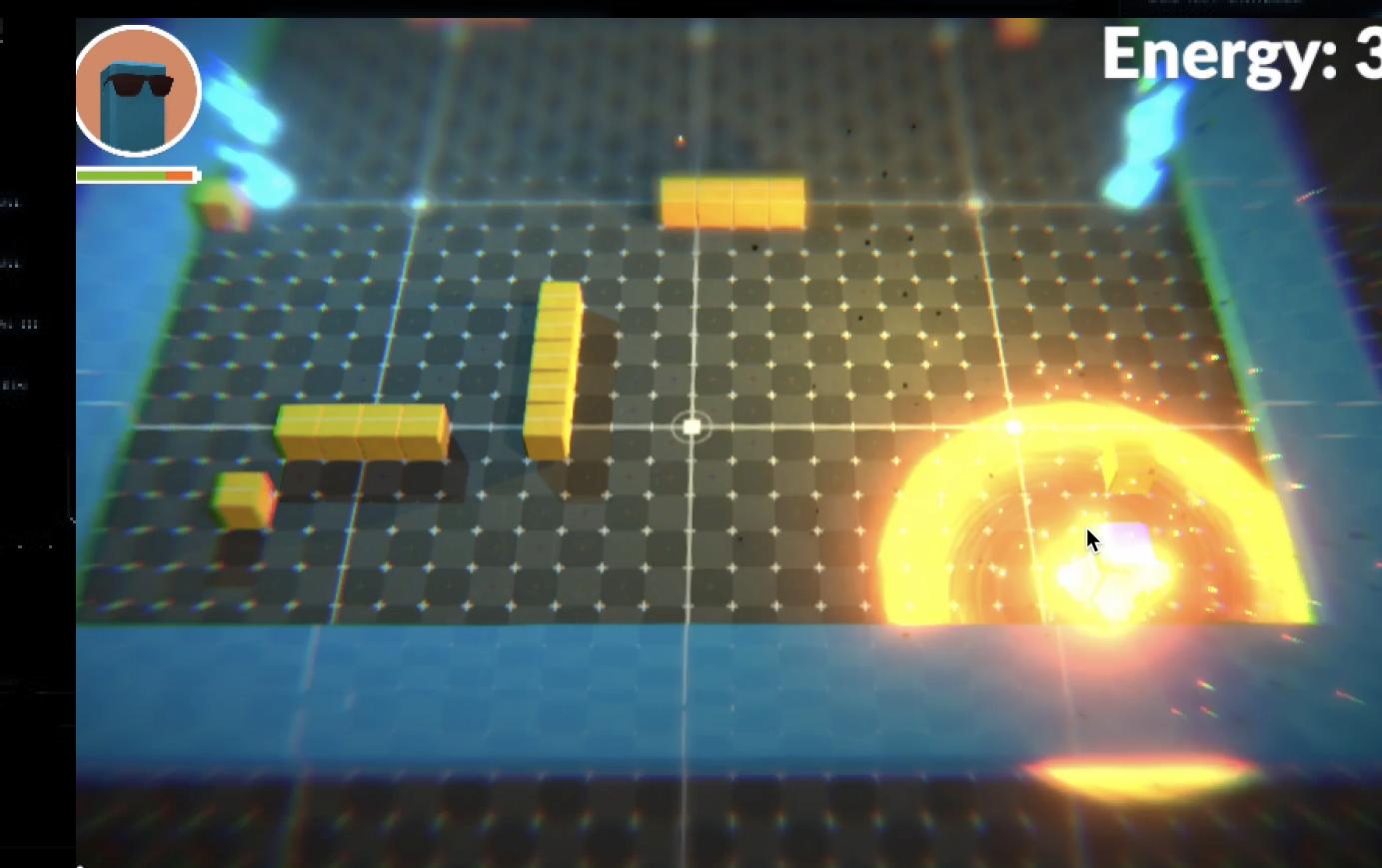
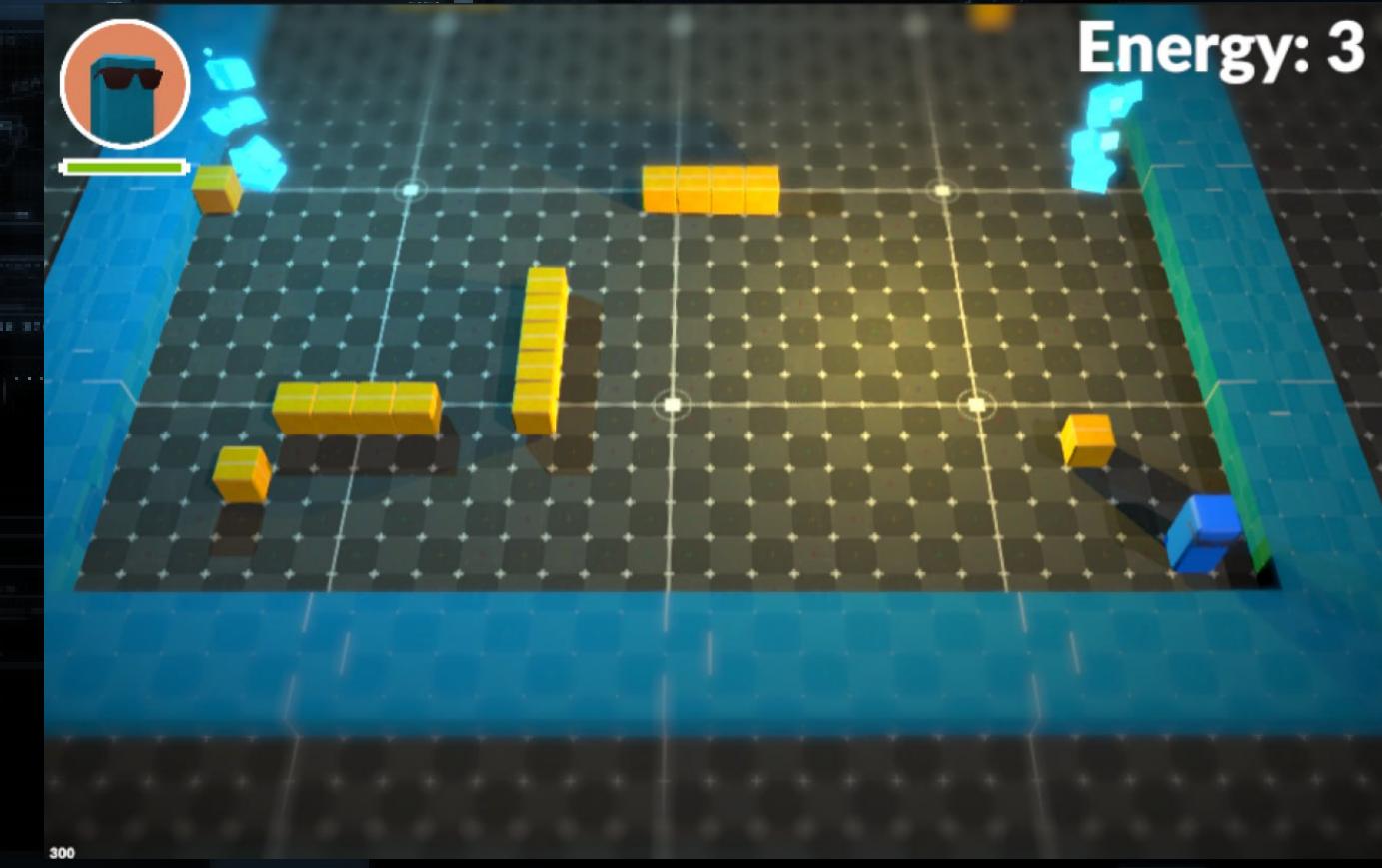


MOVE



BOMBING

SPACE



ARCHITECTURE

- The game is built on Solana which guarantees cheap tx and ~400ms block time.
- The client is made in Unity (with SolanaUnitySDK)
- The in-game wallet auto-approves tx for optimal UX.
- Every interaction is a tx and the client listens to state changes through websockets to update the UI.

The repository includes:

- Program: contains the game implementation for Solana
- Unity Client: Contains the Unity project that serves as the game engine and handles the rendering of the game world. The Unity client interacts with the program deployed on the blockchain, allowing players to see the game state in real-time and make moves accordingly.