



**Kadir Has University**

**CE489 Special Topics in Computer Engineering**

# **HAZE ARCHER**

**Project Team Members:**

**Berat Can BEDÜK**

**Mustafa GÖRGÜN**

**Kaan YALÇINKAYA**

**Civan AY**

## Haze Archer

### **Game Theme:**

The theme of the game proceeds through the main character in a colorful terrain dominated by rocks and logs while fighting on snowy ground surrounded by trees. Speaking of fighting mechanisms, all possible moves will act as a reflex. The main character aims to defeat all enemy characters in the area by targeting them automatically.

### **Game Guide:**

The user only has to manage the character and avoid the attacks of the opponents. There are two different types of enemies in Chapter 1. The first is the long-range goblin and the second is the melee skeleton. If the enemies are defeated in Chapter 1, the right side of the door at the end of the map is tilted to Chapter 2.

By killing the mutant monster in Chapter 2, you will complete the task.

### **Requirements:**

First, we downloaded the unity engine. While developing Archero, we benefited from many platforms by using the unity engine. In this way, we created a flow by arranging the interface of the game, characters and scripts thanks to this platform, multiple mechanics

### **Requirements for sharing:**

From time to time, we developed the project from each of the group members, making it a whole. We have used several platforms to do this sharing. These platforms are Drive, Bitbucked or Git. We will also upload it to our personal Git profile at the end of the project.

### Game play photos:

The character can be controlled by the joystick by touching the screen. (Figure 1)

The next level is played by running towards the right side of the door. (Figure 2)

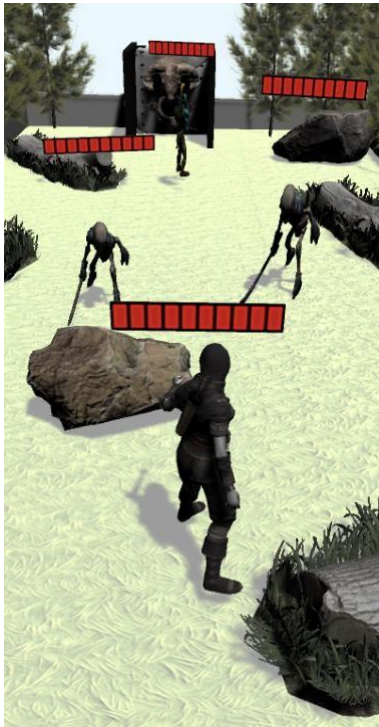


Figure 1



Figure 2

It is not easy to kill the boss monster.



### **Task of Group Members:**

- **Berat Can BEDÜK:**

Determination of assets required

Create an arrow animation

Arrow Enemy Animation

Automatic locking of enemy characters shooting arrows on the player

Plane design Part 1 and character position optimization

Adding the mutant enemy to the enemy holder to be targeted by the player

- **Mustafa GÖRGÜN:**

Move the character with the joystick

Auto target the character to the enemy

Creating a health bar all characters

Add damage sphere to the body area of skeleton and mutant characters

MainMenu, Loading, GameOver Screen design, creation and combine of these scenes

Completing the gate that enables transition from Chapter 1 to Chapter 2

- **Kaan YALÇINKAYA:**

Move the character with the joystick

Animation of Skeleton

Damage reduction when arrow hits the enemy character

Creation of enemy characters shooting arrows

Chapter 2 scene Boss Mutant Enemy

Setting the right angle for the MainCamera

- **Civan AY:**

Determination of assets required

Making the arrow object

Animations of Goblin

Random movement of the enemy

Plane design Chapter 2

Creation of torch and fire effect on Chapter 2