HAN'S LEGACY

CENG447- GAME DEVELOPMENT

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Introduction

"Han's Legacy" is an action-adventure game that immerses players in Turkish mythology, depicting ancient Central Asian Turkish life. Players engage in destruction and gathering mechanics, along with a survival element. The game features a culturally rich map, allowing players to explore, interact, and discover new items rooted in Turkish culture and mythology.

Problem

In the modern gaming industry, there is a noticeable lack of role-playing games that represent Turkish culture and mythology. This absence creates an opportunity to fill a gap in the market for culturally rich, story-driven games. Inspired by successful titles like The Witcher 3, our game aims to adapt Turkish history and mythology into an immersive experience.

At the same time, there is a growing demand for games where players can unwind, explore a rich world, and engage with meaningful stories. By addressing this need, our game not only provides long-lasting entertainment but also introduces Turkish culture to a global audience.

Analysis

1. Mission Structure and Progression:

- Mission-based and progressive structure.

- Weapons necessary for unlocking and progressing obtained through mission earnings.

- Rare weapons can be found hidden on the map, encouraging exploration.

- Rare potions temporarily halt damage and add dynamics to gameplay.

2. Game Outcome:

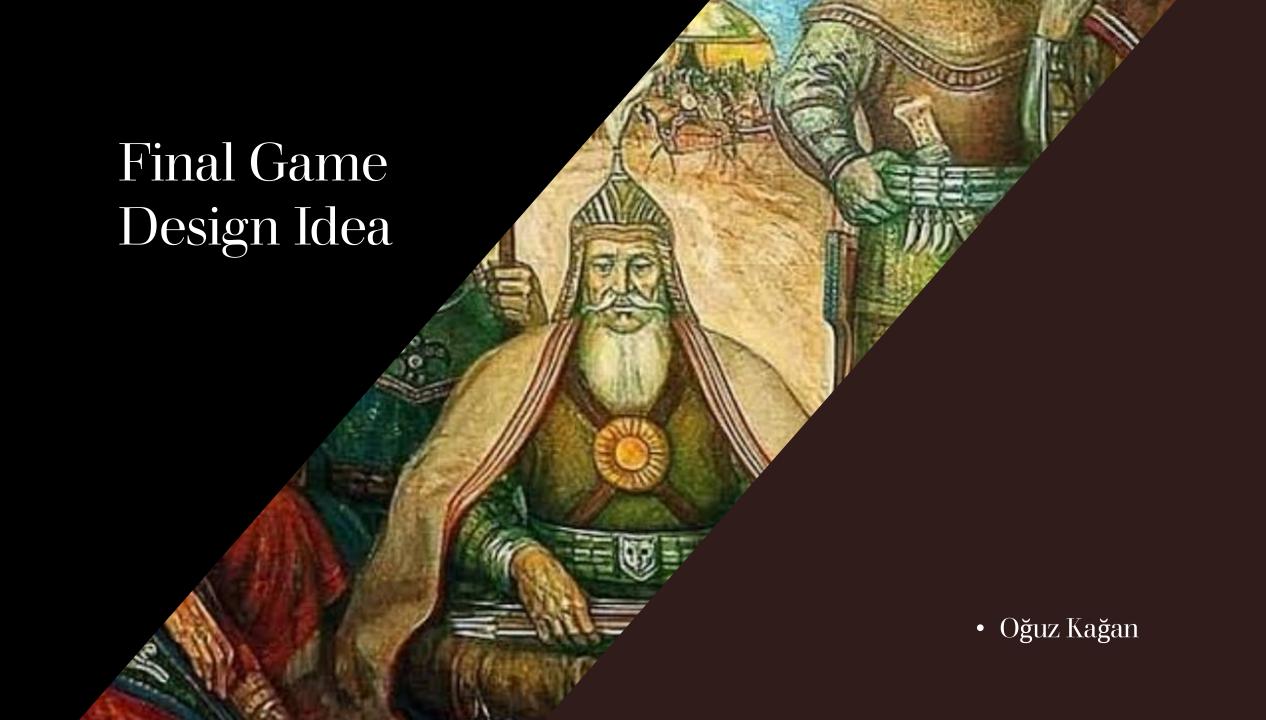Zero-sum game with two possible outcomes:

- Achieve the happy ending by saving Turkistan from Chinese invaders and malevolent gods.

- Fail to resolve anything and face death.

3. Screen and Interface:

- Game screen features a health bar and a magic circle.

- Players decide the number of enemies to neutralize, where to go, and how to complete missions.

- Tasks and resulting animations remain fixed.

4. Player Movement:

- Players can freely explore currently unlocked map areas.

- Movement confined to the active map area.

- Players can run, walk, or jump to reach destinations.

Final Game Design Idea

- Oğuz Kağan

Final Game Idea

1. Storyline:

- Tied to the mythological tale of Oğuz Kağan.

- Starts with Oğuz Kağan's childhood, following his growth through main quests.

2. Core Mechanics:

- Initial focus on destruction and survival.

- Addition of a collection mechanic.

3. Gameplay Progression:

- Cinematic and fast-paced flow.

- Oğuz Kağan returns to find his village plundered and destroyed after completing daily tasks.

- Encounters Kayra Han, learns of the responsible parties (Chinese invaders).

4. Quest and Objectives:

- Sacred bond among Khans; Kayra Han believes Oğuz can resolve the issue.

- Oğuz sets out to rescue the nearest village, interacting with villagers and neutralizing Chinese invaders.

- Heads towards the Chinese fortress to eliminate the threat at its source.

5. Exploration and Upgrades:

- Option to explore additional villages to acquire better weapons and gear.

- Enhancements make players more effective for the final mission.

6. Powers and Abilities:

- Oğuz Kağan's powers showcased more in alignment with the epic compared to the initial version.

Implementation

Results of Game Playing Session

Audio and Music:

- Testers suggested adding music to complement the existing voiceovers.

House Interactions:

- Houses should be more interactive, with additional events or activities taking place inside them.

Visual Improvements:

- Grass visuals should be enhanced to look more appealing.

Gravity Adjustment:

- Gravity felt too low, causing slower falling. This issue was identified and corrected.

Health Bar:

- The health bar's design and appearance were appreciated, requiring no major changes.

Storyline:

- The story was considered incomplete, and testers recommended expanding it further.

Axe Animation:

- Testers requested improvements to the axe animation, which was subsequently refined.

THANK YOU !