HAN'S LEGACY

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Introduction

Han's Legacy is a game that immerses players in Turkish mythology, offering an experience of how Turks lived in ancient Central Asia. It reflects the elements and stories from our mythology primarily through core mechanics of destruction and gathering. Additionally, it incorporates a survival mechanic. Staying true to Turkish mythology, the game is an action-adventure title where players can explore a map rich in Turkish culture and mythological elements, interact with people, and discover new items.

Problem

Objectives:

Role-playing games featuring Turkish culture and mythology are scarce, creating an opportunity for a story-rich, immersive experience. Inspired by The Witcher 3, our game brings Turkish history and mythology to life, offering both relaxation and global cultural exposure.

Analysis

Our mission-based game allows players to earn money from missions to unlock weapons and progress. Hidden rare weapons and potions encourage exploration and add depth to gameplay.

Players face a **zero-sum outcome**: save Turkistan from invaders and gods or meet their demise. The interface features a magic circle and health bar, with free exploration within unlocked areas.

Control Oğuz Kağan in a player-vs-game setup, battling waves of AI enemies to reclaim villages. Limited resources and overwhelming foes require strategic, real-time decisions, precise timing, and tactical combos to succeed.

Figure 1 – Game Inventory

Design Idea(s)

Initial Design Idea

Inspired by ancient Turkish epics, where battles were fought with smaller numbers using tactical approaches, our initial concept focused on collaboration. The character would gather and organize villagers, relying less on item collection for personal combat.

The core mechanics emphasized strategy and spatial reasoning, with players progressing by destroying obstacles while managing and deploying gathered resources. Collaboration and strategic supervision were central to gameplay.

Final Design Idea

The final design is rooted in the mythological tale of Oğuz Kağan, featuring a cinematic and fast-paced storyline. Starting with Oğuz's childhood, the game follows his growth through main quests.

After finding his village destroyed, Oğuz encounters Kayra Han, a spiritual guide, who reveals the Chinese invaders as the culprits. Driven by this connection, Oğuz sets out to rescue nearby villages, defeat the invaders, and ultimately confront the enemy at their fortress.

Players can explore additional villages to enhance weapons and gear for the final mission. The design emphasizes Oğuz Kağan's legendary powers, blending destruction, survival, and collection mechs.

Evaluation

Early-stage tests involved experienced players and game creators. Testers appreciated the health bar design but suggested improvements, including adding music, making houses more interactive with in-game events, and enhancing grass visuals.

Gravity was initially too low, causing slow falling, but this was corrected. The story felt incomplete, leading to further enhancements. Testers also requested improvements to the axe animation, which was refined in response.

Results of Your Play Testing Session

Players praised the game's immersive design and mechanics, noting its potential to deliver a captivating and culturally rich experience. Feedback highlighted excitement for its storyline and the polished improvements made during development.
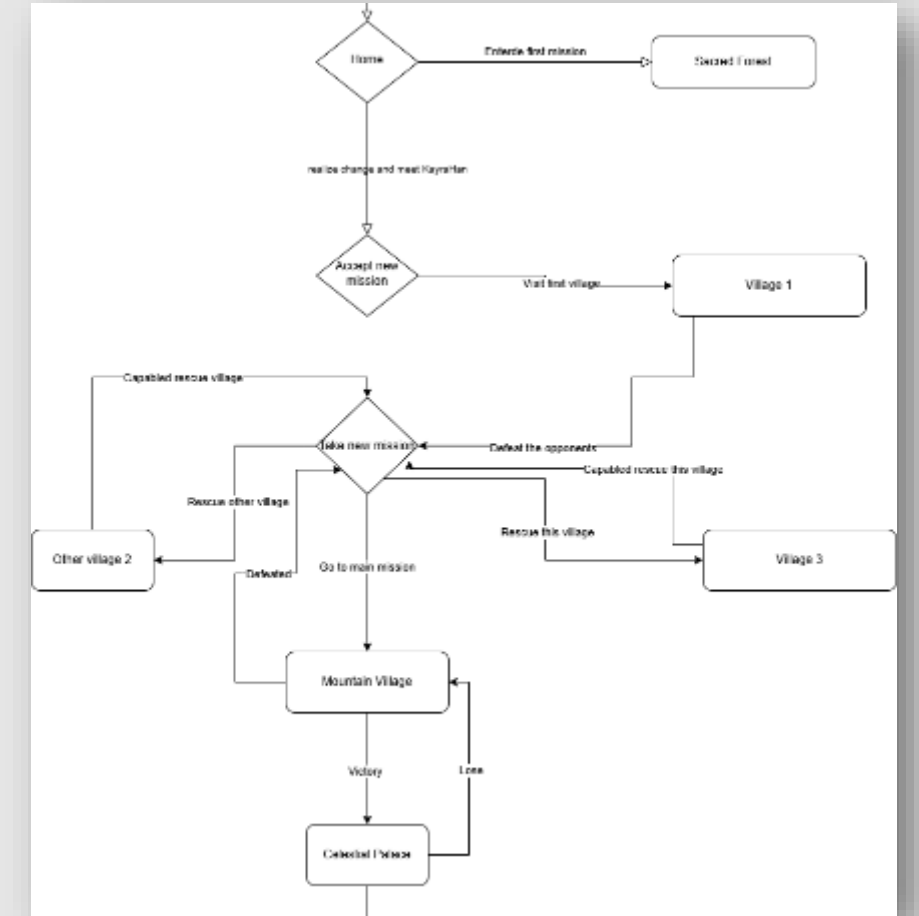

Figure 2 – Game Flow

Recommendations & Conclusion

Recoemmendations:
- Introducing a trading mechanic can enrich player interactions and extend gameplay.
- Adding side quests with diverse weapon types and combat mechanics could enhance engagement.
- Unique elements in each village would encourage exploration and create varied experiences.

Conclusion:
- The archery mechanic was challenging to implement due to AI limitations.
- The currency system, though simpler than envisioned, functions effectively.
- Blocking mechanics were omitted as the current design allows effective evasion.
- The combat system and enemy spawning are well-executed and polished.

Acknowledgement

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Figure 3 – Game Combat