Rogue Fighter

Developed on Unity

Term Project for Computer Graphics (IS-F311)

Group Members

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About the game:

Rogue Fighter is an arcade game in which the two players combat against each other. The move's damage on the opponent is calculated based on the placement.
Each player has a Health Indicator. The health of a player decreases upon each successful hit by the opponent. The game ends when one of the players' health reaches Zero.
Realistic sound effects and animations were added for the proper feel of the game. The characters and scenes are built in 3D along with proper Lighting, Camera, Shadows,

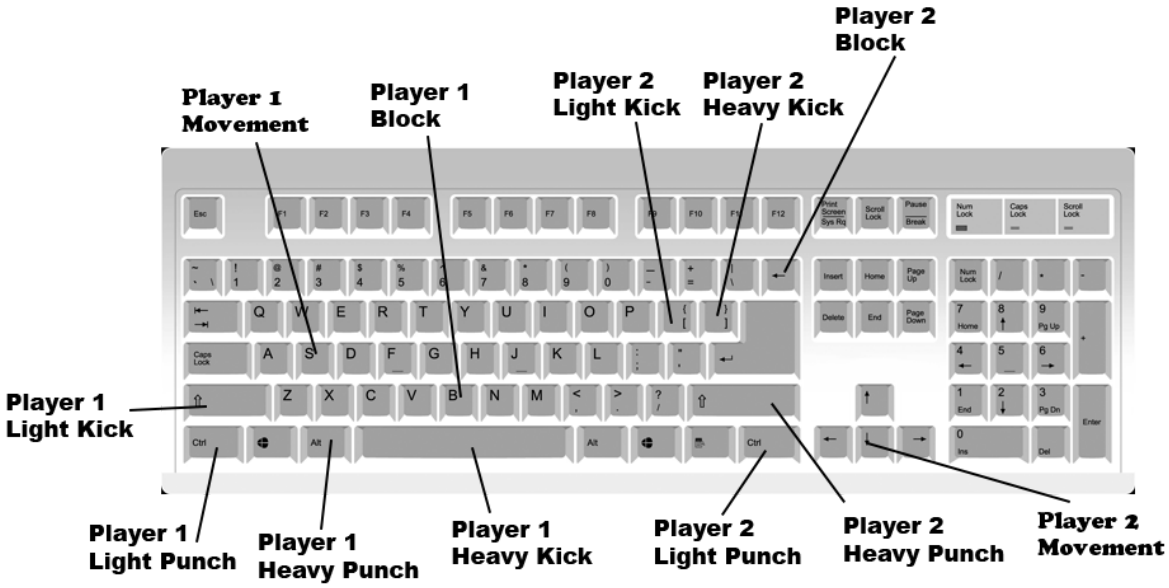
World, and Physics. Unity eased up a lot of things as we didn't have to code up the collision, Physics, and Lighting from scratch.

How to run:

1. Simply open the executable file to run the game.

How to play:

1. Both the players are equipped with moves that can be instantiated by the following Key Bindings.



2. Every player has a collider surrounding it and every hitting body part is also equipped with transparent colliders. Once a hit is registered on the collider, the coded response comes into play.
3. The player needs to aim and come into close contact with other players to trigger the hit.
4. At each hit, the energy bar goes down as per the intensity of the hit.
5. Once a player's health goes down to Zero, the player dies, and the game return to the menu.

Remarks: Implementing AI for computer player is a work in progress.