

# **WebMt2**

## **Interactive Graphics final project**

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# **Overview**

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- 1. Game structure**
  
- 2. Game interface**

# Introduction

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- The game is inspired by **Metin2**, a well-known action MMORPG.
- Set in a 3D world, the player explores the environment in **first person**, facing Metin stones and enemies.
- **Main objective:** unlock new weapons and upgrade them in order to destroy the final Metin stone at the last level.

# Game Levels

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- The game is divided into **three levels**, each with increasing difficulty and different objectives.
- **Level 1 & 2:**
  - The player must destroy Metin stones.
  - Each Metin has a chance to drop a **key** required to unlock the next level.
- **Level 3 (Final):**
  - The player faces the **final Metin stone**, stronger and more resistant.
  - The objective is to destroy it using the weapons collected and upgraded in the previous levels.

# Enemies

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The game features two types of enemies with distinct behaviors:

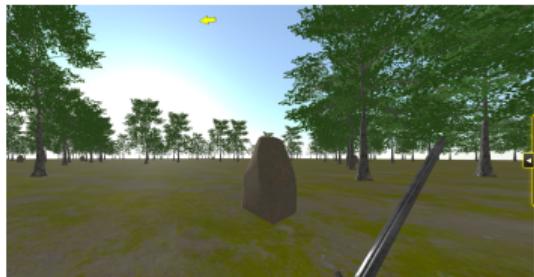
- **Hunters:**
  - Aggressively chase the player across the entire map.
  - Attack by launching **rock fragments** towards the player.
- **Guardians:**
  - Remain near a Metin stone to **protect it**.
  - Surrounded by **rotating rocks** that deal damage on contact.

# Game interface

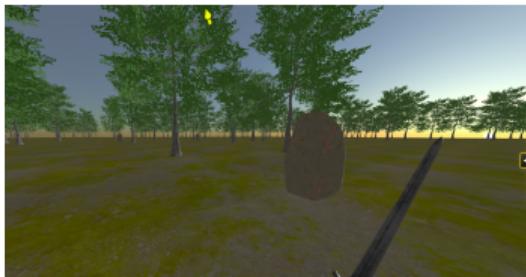


# Game Levels

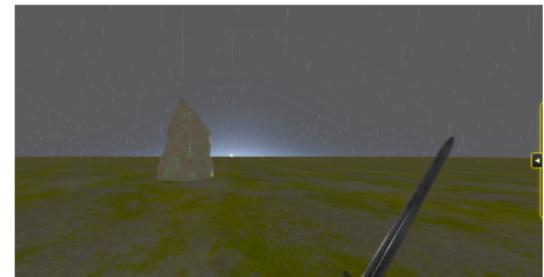
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Level 1



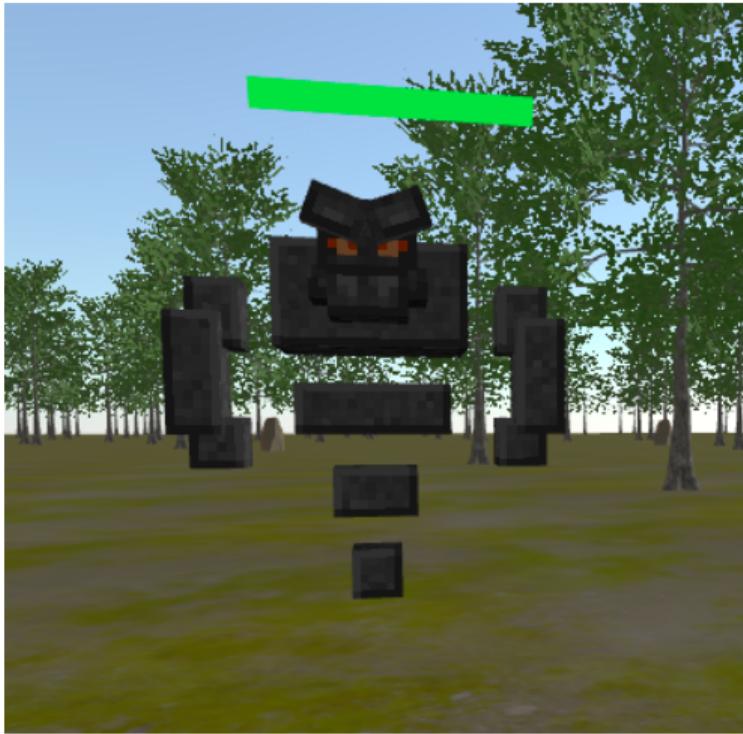
Level 2



Level 3

# Enemies types

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**Hunter**



**Guardian**

## Demo

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**Now, let's play!**