

WebMt2

Interactive Graphics final project

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Overview

- 1. Game structure**

- 2. Game interface**

Introduction

- 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

The game is divided into **three levels**, each with increasing difficulty and different goals:

- **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

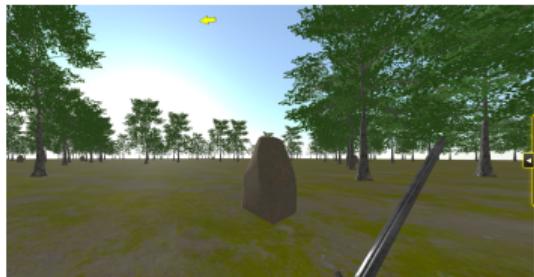
The game features two types of enemies with distinct behaviors:

- **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.

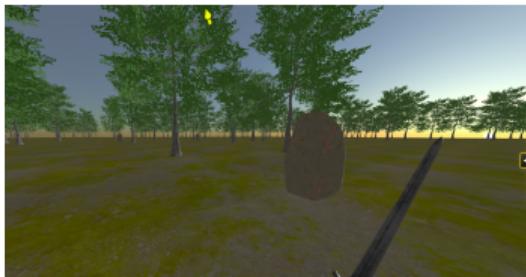
Game interface



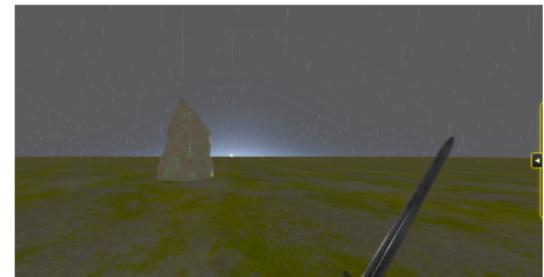
Game Levels



Level 1

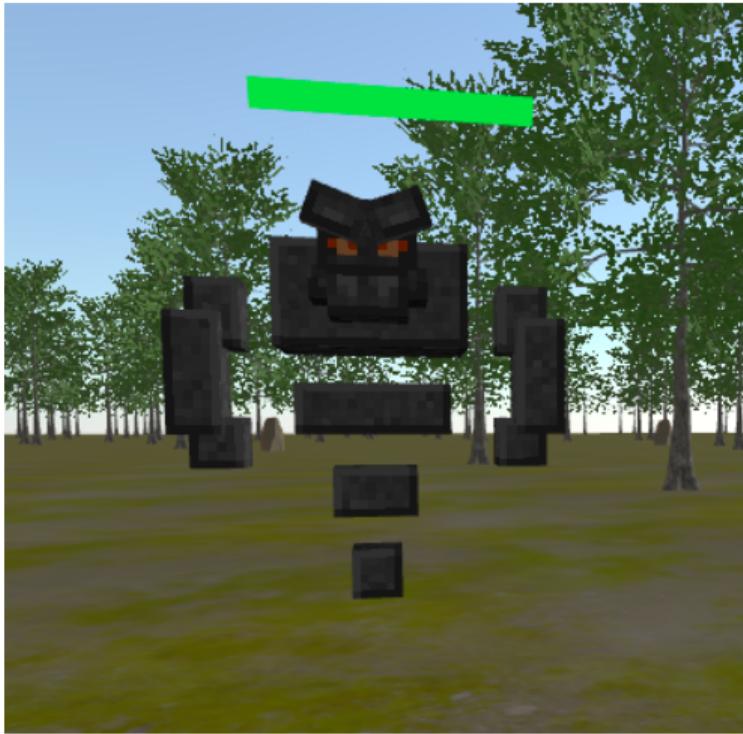


Level 2



Level 3

Enemies types



Hunter



Guardian

Demo

Now, let's play!