

BİL 424 PROJECT SUMMARY

This project is a 3D roguelike third-person shooter game.

Main objective of the game is to kill the enemies in the dungeon you play in, collect upgrades to improve your abilities and ultimately kill the final boss.

Game will have a procedural generated dungeon with random loot and enemies.

It will have run and gun style gameplay, with a fast and agile main character and enemies that have projectile-based attacks to encourage player to avoid their attacks.

It will have an overhead camera view like in many 3D strategy games, classic western RPGs and MOBAs. (like Path of Exile or Warcraft/DOTA)

Player will find various upgrades in the dungeon that gives them new/improved weapons and different new abilities (for example dashing through gaps)

Game will be built as levels, which will be more and more difficult as the levels increase. Difficulty will be set with new enemy types, variations on existing enemies, number of enemies and size of the level etc.

Finally, there will be a final level with a final boss to fight with.