

## Sanctified Retribution

### URL:

<https://github.com/snckrkn/Sanctified-Retribution>

### Team Members:

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### Supervisor:

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The main goal of our project is to make a possible 2-D platformer Metrovania-type game that focuses on making the player nervous but also entertained. We aim the game to be a challenging experience for the player. Besides, we want to focus on the sense of achievement they feel as they go through the chapters. In order to keep the player in the game and not to get bored, the game will be designed to have many different section designs and small games or puzzles depending on the situation. In addition, in order for the user not to get bored with the characters he controls, various equipment with different features will be opened as the game progresses and will be available. We plan to have in-game purchases to make the game more eye-catching. In such a case, the security of

player's information will be our first priority. Costumes that can be obtained with some achievements will be added regardless of the in-game purchase.

We are thinking of solving the aesthetics of the game in a simple but eye-catching way with the current pixel graphics. The visual theme of the game will be in a gothic environmental structure in medieval style. We plan to make our assets using Blender and Aseprite. Musics will be added in the game to reflect the characteristics of the places. At the same time, a sound effect will be created for situations such as the character jumping, attacking, and it will be diversified for these enemies as well. At the same time, some special effects will be added to some situations. Mechanics such as flying, gliding, stealth and attacking will be added. In addition, there will be an artificial intelligence for enemies. We are planning to use Unity as a game engine, but depending on the course of the project, we can use Unreal Engine or different game engines.

## Lore:

Although millions of years have passed due to him being sealed in hell forever, Metesis, whose anger, hatred and hatred have grown even more, needs outside help to achieve this. In order to achieve this, he agrees with Osuiris and Sarkanous, the brothers of Metesis, and planned to come to earth as a result of the sacrifice of an entire village of believers and innocents on earth.

Unfortunately, he has also succeeded in this plan, but he is unaware of the existence of a person who, like him, cannot remain silent about this situation and is dedicated to the creator, who will try every way for revenge. The main character (the Struggler), who has not lost his faith despite all the bad and ugly events that have happened in the world before, has completely lost his mind as a result of this situation. Although the Creator has always known of the Struggler's

faith and devotion to him, he regretted ignoring it at the time and decided to help him indirectly, as he likened the Struggler to Metesis, his first created being. The struggler will both fight his battle within himself and direct all the anger that has accumulated within him to those who caused it.