LONE WARRIOR

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Introduction:

It is an RPG (Role-playing video game) game, it's single-player-RPG third person view on PC platform and its +13 game, where players perform some quests to progress the story and defeat challenging enemies and gain unique skills to kill the last boss.

Objectives:

We want to make a game that gives a player a good feeling when he defeats a strong and challenging enemy and we want the player to learn from his mistakes and he need to perform some mechanics to defeat the boss to make the boss fight more interesting not like the other games.

Methods:

UNITY 3D: Unity3D is a powerful cross-platform 3D engine and a user friendly development environment. Easy enough for the beginner and powerful enough for the expert; Unity should interest anybody who wants to easily create 3D games and applications for mobile, desktop, the web, and consoles.

GAME CREATOR: Game Creator also has a very straight-forward API for programmers, from which they can extend the tools with new features and seamlessly integrate them with the rest of the ecosystem of tools.

VISUAL SCRIPTING: Visual Scripting in Game Creator is very unique: Instead of using a typical node graph, it borrows the concept of task lists.

MIXAMO: Mixamo is an online database of characters and mocap animations that anyone can access to be used in art projects, movies and games.

Scope:

We developed Lone Warrior on PC only with high graphics and challenging gameplay.

Fight mechanics

Blocking - Blocking allows you to absorb the damage from an attack.

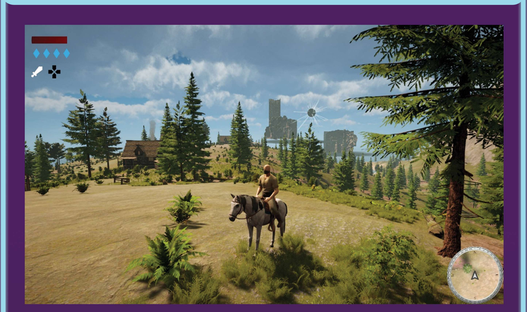
Magic – Powerful spells.

Aiming system - by using G key you can activate aiming system.

Bow – Long range fight.

Counterattack (Parry) - this is a base for best warriors.

Results:



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