Goal

- I wanted to create a game that felt like an RPG.
- It was meant to be an AR game that for mobile devices.
- The goal is to kill more enemies than the other players.
Characters

Choose your character at the start screen.

Warrior

Mage
Enemies

- There are two different enemy types: There is an Undead, and a Goblin.
- Both have different animations for idle, attacking, and using a skill.
- Enemies have different levels and different attack behaviors.
Sensors

- Time sensor to control the time of the game. There is also time sensor saying when you can attack.
- Proximity and touch sensors are used to send players into the fight scene.
Interactivity

- Attacking enemies
- Using a skill attack
- Choosing an enemy
- Interacting with the different buttons
- Killing enemies and being killed
Environment

- The environment is map of Bowie State University.
- Buildings were made smaller help show where the players and enemies are.