



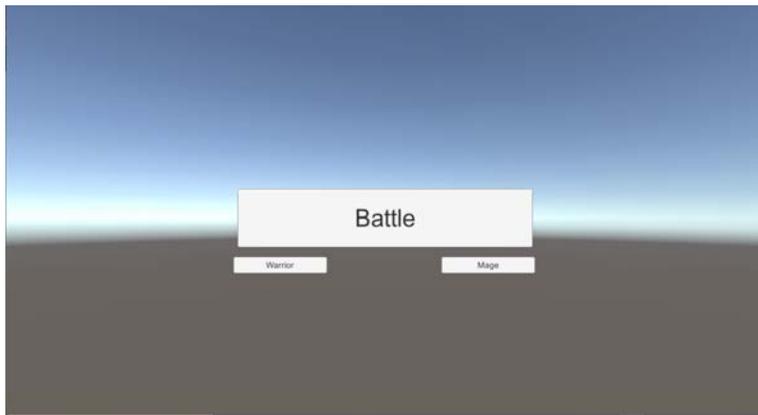
# PKers

Anthony Herron

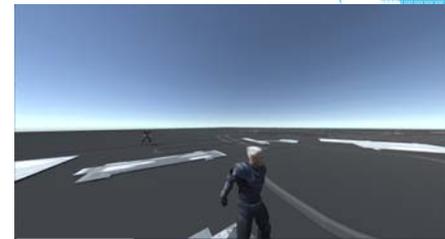
# Goal

- ▶ 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.

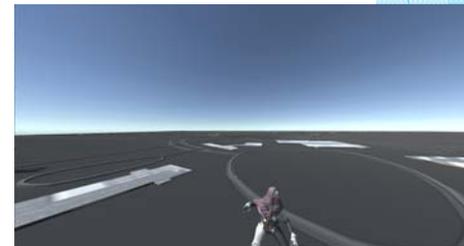
# Characters



Choose your character at the start screen.



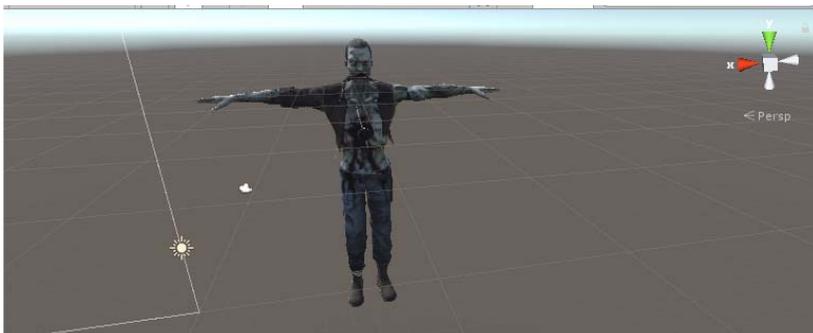
Warrior



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.

