

The goal of the thesis is to develop a 3D medieval melee combat game. In the game, the player defends themselves against hordes of enemies coming in waves. The player earns gold with every slain enemy, which can be used to purchase better weapons and armor; or hire mercenaries to help fight against the hordes. The player can choose to buy heavy armor which provides better protection against incoming damage; or remain quick on their feet by wearing lighter armor instead. The game features a four directional combat system (i.e.: the ability to attack and defend in four directions).