



SPACEBORN

Space Exploration Game

Çankaya University, Department of Software Engineering



Aleyna Saykılı -Aslı Ceren Hızır - Dilara Bayındır - Ata Doruk Çakmak- Oğuz Akay
Advisors: Murat SARAN- Talha KARADENİZ

Abstract

Spaceborn is a game about conquering the universe by stealing mysterious objects and killing enemies. Players embark on a galactic journey filled with action and danger as they face off against hostile forces and uncover powerful artifacts.

Introduction

Spaceborn is an action-packed sci-fi game where players embark on a journey to conquer the universe. Your mission is to steal powerful mysterious artifacts scattered across galaxies while eliminating anyone who stands in your way.

With intense combat and deep exploration, Spaceborn challenges you to dominate the stars by force and cunning.



Results & Conclusion

- Game Engine: Unreal Engine 5.4 (C++ and Blueprint)
- Modeling & Design: Blender, Photoshop
- AI: Machine learning-based adaptive enemy behavior
- Procedural Generation: Dynamic spaceship and event map creation
- Version Control: Git

Key Features

- Procedural dungeon generation
- AI-driven mutants with adaptive behavior
- Parry mechanics
- Save/Load functionality with autosave
- Dynamic UI with real-time status updates
- Combat and defense strategies
- Diverse skillsets