



## Introduction

Do you like survival games? Do you wish that you could play on maps inspired by the world around you? Well, you're in luck! HANK is the game for you! HANK is a survival game that creates random generated maps using image processing. All you have to do is take a picture, chose it when creating your desired map, and you got a new map to survive in.

## Features

- Database
- K-Nearest Neighbor Classifier
- Procedural & Random Map Generation
- Map sharing, rating, and downloads
- Survival Leaderboard

## Resources

Project Type: Game

Game Engine: Godot

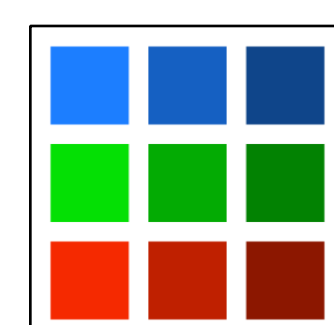
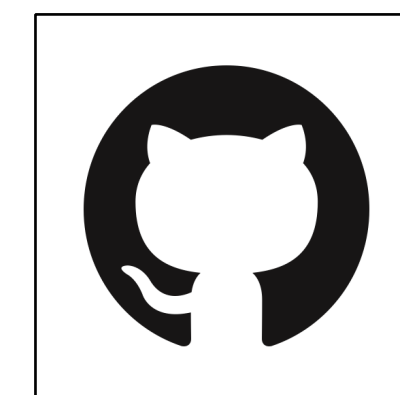
Programing languages:

Godot built-in language & Python

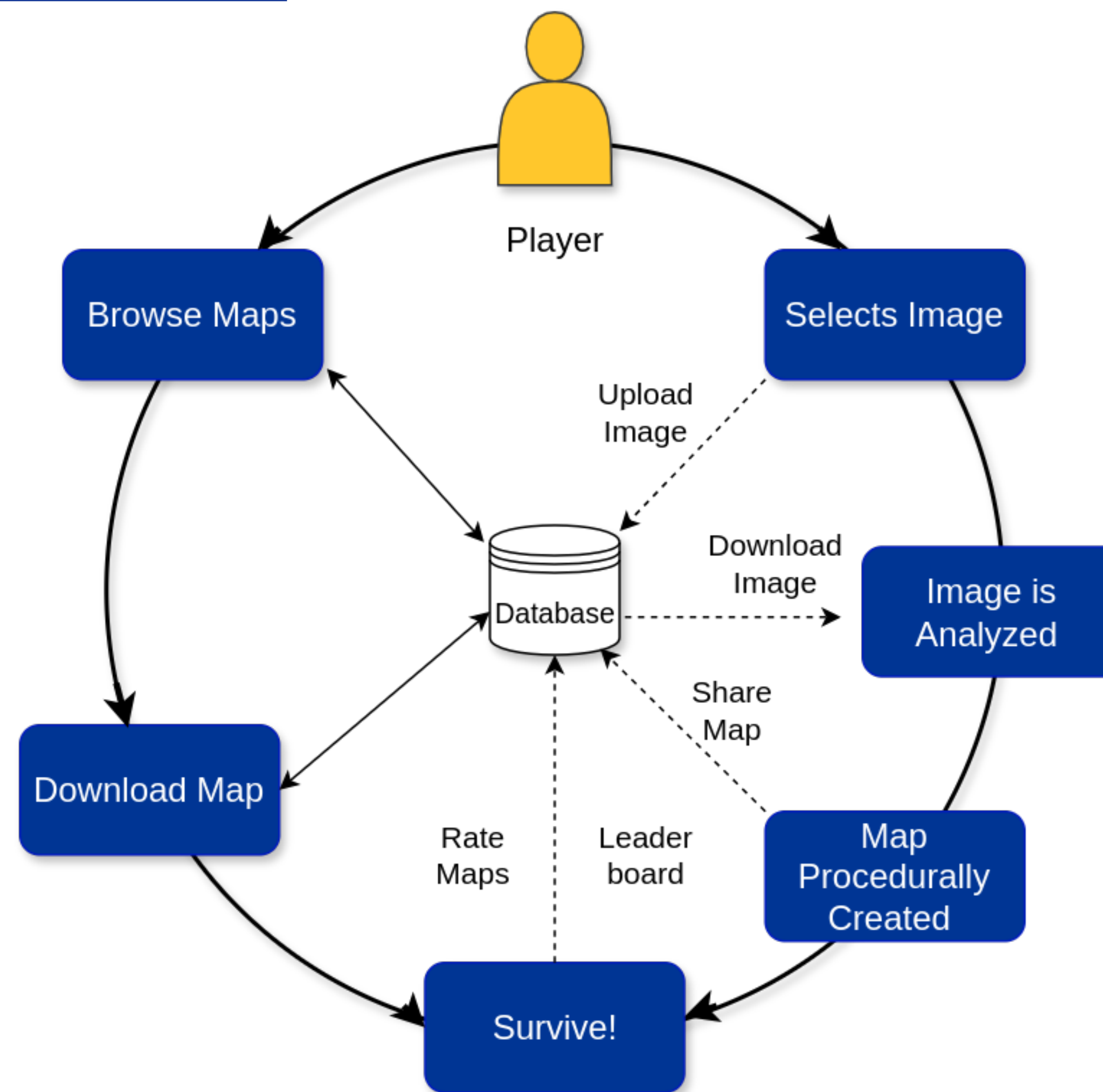
Database: MySQL

Source Manager: GitHub

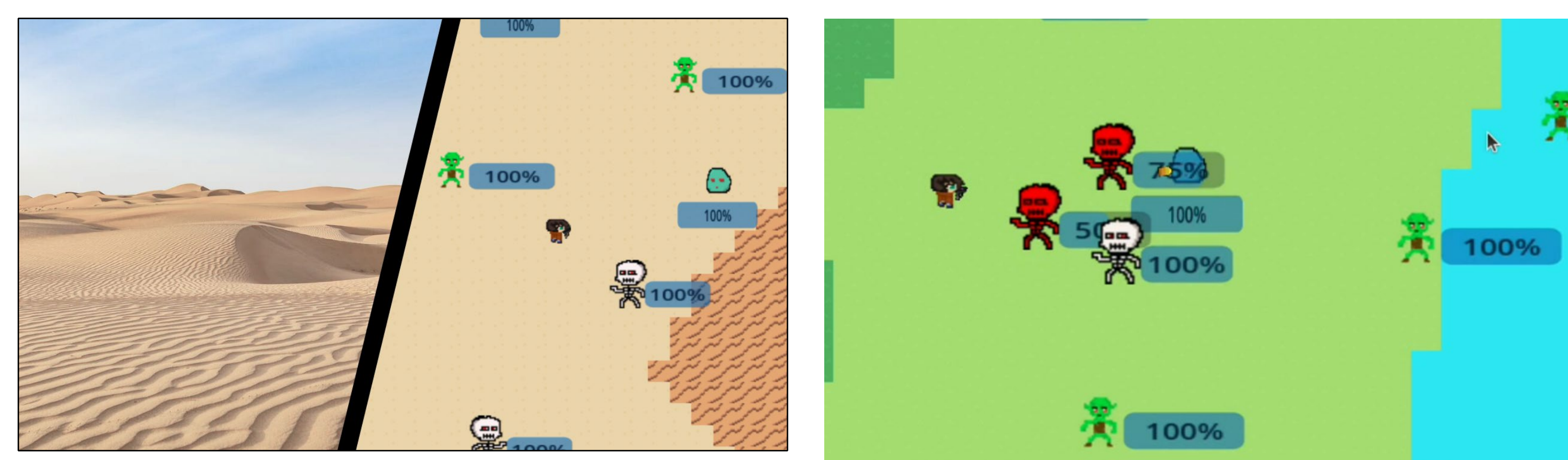
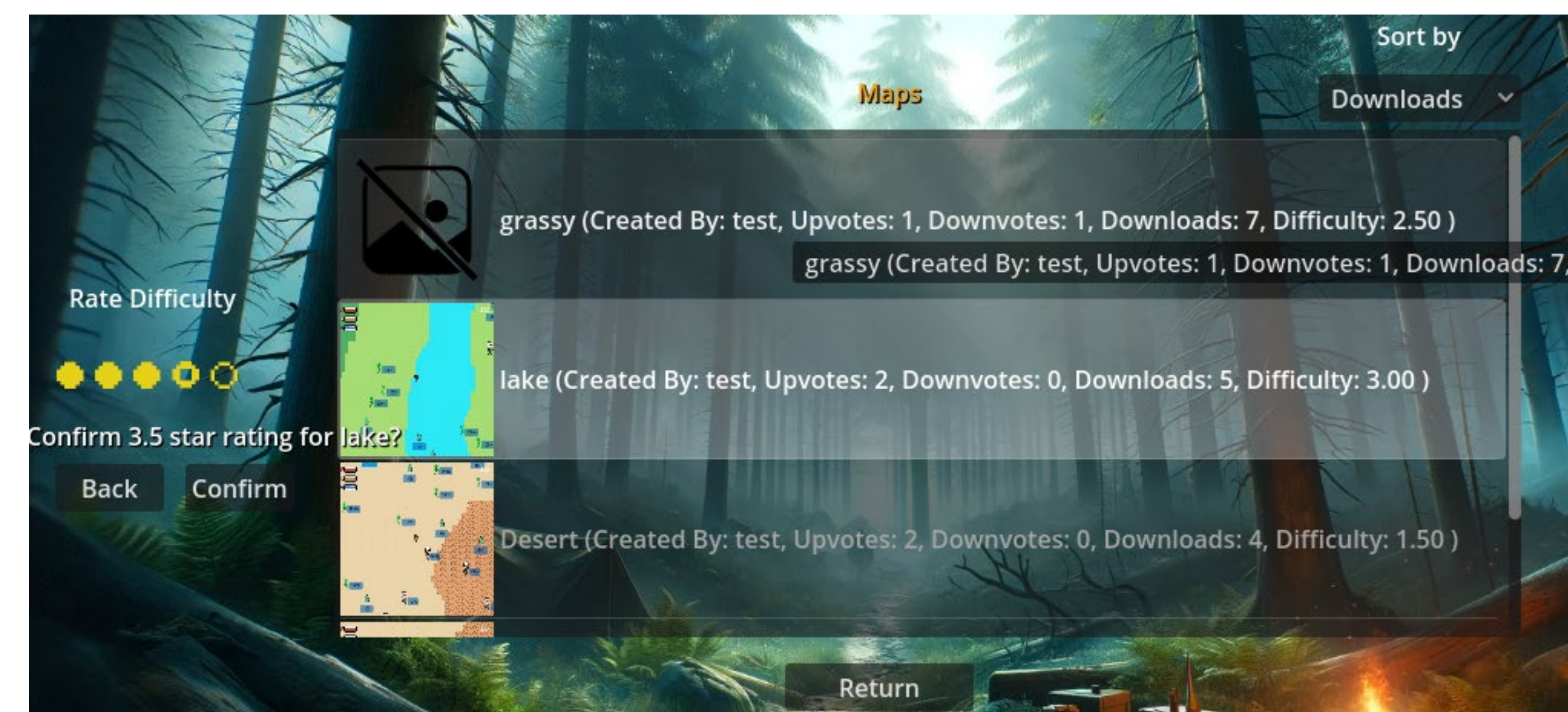
Assets maker: Piskel



## How it Works



## Gameplay & UI



## Description

HANK is a survival simulator game that presents a top-down action gameplay with a mix of new maps of each map generation. HANK also implements different terrain elements for each map to include a new refreshing experience for each gameplay. There are endless possibilities of each map generation to choose from.

## Challenges

- Front & Back End Integration
- Server-side File Storage
- Database Management
- HTTP Requests
- Map Downloads / uploads
- Learning Godot Engine
- Learning Image Processing
- Procedural Map Generation
- Asset Making

## Development Timeline

