



# Hexy

A project by Ollie S, Sam J and Louis M



# An Introduction



Hexi is a MOBA  
(Multiplayer Online Battle Arena)

A largely competitive type of game that requires a range of skill in combat against and with team of six.

At some point in time, we hope this game will be comparable to games such as DOTA (2) and League of Legends

# Progress so far

Our game has developed miles from when it was first thought of in our heads, We have developed an intuitive way to play our game that makes a very good platform for all age players.

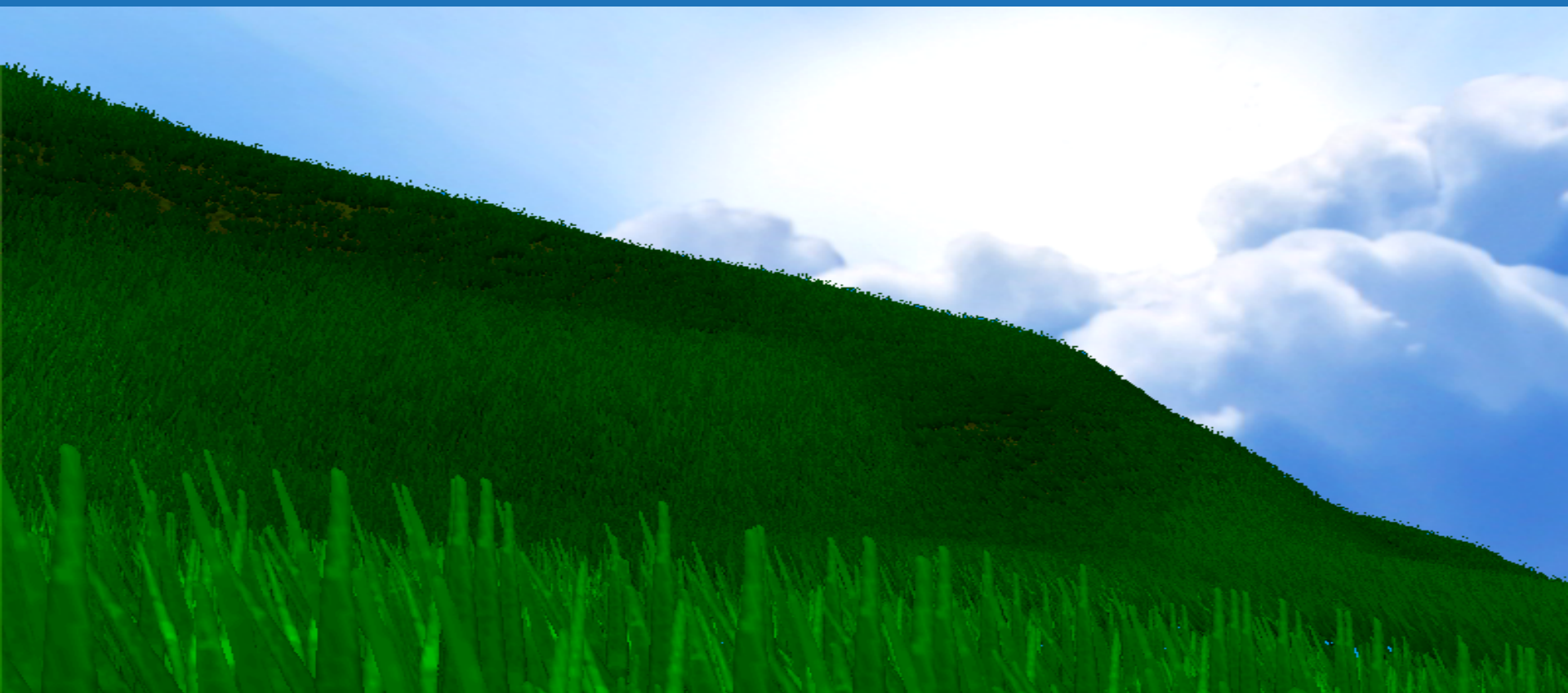
# Development Areas

Programming - Ollie is in charge of this area, he produces the code that makes the game run.

Graphics - This is Sam's section, he produces the textures to prevent the game from being a wire mesh.

3D Modeling - This is Louis section, he makes sure that the game has the base wire frames.

**The beautiful looks of our game!**



# Thanks for Listening

Please no haters

Rebellion



Axiom



Corporation

