

組別 Team ID : 202301

專題屬性 Category : 多媒體應用 (Multimedia Applications)

專題名稱 Project : 水鳥 (Shuiwu)

一、指導教授 Advisor : 吳信成教授 (Prof. Hsin-Cheng, Wu)

二、組員 Team members : 白英儀 (10914094)、麥凱然 (10914172)

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三、系統環境 System environment :

(一) 軟體 Software :

作業系統 Operating System: Windows10/11

語言 Programing language: Blueprints、C++

開發工具 Toolkits: Unreal Engine 5、Maya、Adobe Photoshop、

Adobe After Effects、Zbrush、AcidPro、剪映

(二) 硬體 Hardware :

CPU: Intel® Core™ i7-10750H 或更高規格；

儲存空間:10 GB 以上 顯示卡:GTX 1660ti 以上

記憶體:16G RAM 其他:鍵盤、滑鼠、螢幕

四、簡介 :

(一) 遊戲簡述

遊戲背景：設立在青銅器時代，某天遺跡裡的水精靈因魔法失控反噬，造成水污染事件，也導致主角所在的村莊受到了災害。主角後來得知自己是勇者的後裔，為了守護村莊和報答村長的養育之恩，主角選擇獨自前往遺跡打倒水精靈。

遊戲玩法：玩家需操作 PC 鍵盤控制主角，前往遺跡進行解謎以及討伐怪物，以打倒水精靈為通關目標。

(二) 特色

- 精緻的前導 2D 漫畫式影片，讓玩家了解故事的背景
- 有新手教學關卡，可以讓玩家先熟悉系統操作
- 近戰武器共有兩種武器可選，玩家可根據自己的喜好選擇
- 魔法系統，能夠使用魔法來進行遠程攻擊
- 可以透過解謎機關的方式，了解到各式各樣的水相關知識
- 不同情境下會切換玩家的視角，增進遊玩的沉浸式體驗

五、 Introduction :

(1) Game Briefing

Background:

Set in the Bronze Age. One day, the water spirit in the relics of the Bronze Age went out of control, causing a water pollution incident. The village where the protagonist lives, has been affected by the disaster. In order to protect the village and repay the village head for his support. The protagonist chooses to travel to the ruins alone. Defeating the water spirit.

Gameplay:

Players need to operate the PC keyboard to control the protagonist. Travel to the ruins to solve puzzles and slay monsters. The goal is to defeat the water spirit.

(2) Features

- A sophisticated 2D cartoon style introductory movie for players to understand the background of the story.
- There are beginner's training levels for players to familiarize themselves with the system operation.
- Two types of melee weapons are available for players to choose according to their preference.
- A magic system that allows players to use magic to attack from a distance.
- Through solving puzzles, players can learn various water-related knowledge.
- The player's viewpoint will be switched in different situations to enhance the quality of the game.