

組別 **Team ID** : 202303

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

專題名稱 **Project** : HPC 國網動畫大賽-創新媒體 | 怨槐村軼事 (**Cursed**)

一、指導老師 **Advisor** : 吳信成老師 (**Prof. Hsin-Cheng, Wu**)

二、組員 **Team Members** : 陳秉宏 (10914121)、高珮瑄 (10914088)、張梓誼 (10914079)、林玉雯 (10914052)、吳芳緹 (10914037)

三、系統環境 **System Environment** :

(一) 軟體 **Software** :

作業系統 **Operating System** : Windows 10

語言 **Programing Language** : Unreal Engine BluePrint

開發工具 **Toolkits** : Maya、ZBrush、Substance Painter、Unreal Engine 5、Perception Neuron Studio、PhotoShop、Premiere Pro、After Effect、ACID、VoiceVox

(二) 硬體 **Hardware** :

CPU : Intel® Core™ i7-7700

硬碟 : 50G

記憶體 : DDR4 16G

顯示器 : 17 吋以上

頭戴設備 : Oculus Quest 2、控制搖桿一對

四、簡介 :

(一) 系統簡述

本作為虛擬實境類型遊戲，玩家將全程配戴頭戴設備進行遊戲體驗，並於遊玩中，以第一人稱來認識真實世界以外的另一種體感。

玩家所扮演的角色，是位受到家族詛咒的成員之一，為了尋求詛咒的源頭，女主角的哥哥獨自來到了一處神秘村莊調查後，便音訊全無。主角也因此踏入了蒐集哥哥失蹤的線索，以及試圖解開家族詛咒的謎團之中。

(二) 特色

- 操作的簡易性：遊玩所需按鍵精簡，無須記憶大量的功能按鍵。
- 沉浸式的體驗性：面對面的 NPC 即時互動，真實的劇本世界還原。
- 劇情與遊玩結合：劇情緊銜遊玩全程，使玩家能享受故事與遊玩互動的體驗。
- 真人動作捕捉：動畫角色全採真人動作捕捉、表情捕捉，以精準表達故事情境。

## 五、 Introduction :

### Introduction

This document serves as a comprehensive overview of a virtual reality (VR) game, detailing its gameplay mechanics and narrative elements. The game falls within the VR genre, requiring players to wear head-mounted devices throughout the gaming experience, enabling them to immerse themselves in an alternate sensory perspective beyond the real world.

In the game, players assume the role of a member of a cursed family who embarks on a quest to uncover the origins of the curse. The story begins with the protagonist's brother, who ventured alone to a mysterious village to investigate the curse's source but subsequently disappeared without a trace. Driven by this disappearance, the main character delves into the quest to gather clues about their missing brother and to unravel the enigma surrounding the family curse.

### Features

- **Simplicity of Controls:** User-friendly controls: The game requires minimal button inputs, eliminating the need to memorize an extensive array of functional keys. ◦
- **Immersive Experience:** Real-time interaction with non-playable characters (NPCs) creates a lifelike experience, bringing the scripted world to life. ◦
- **Integration of Story and Gameplay:** The narrative is seamlessly intertwined with gameplay, allowing players to enjoy an interactive experience that combines storytelling and gameplay.
- **Realistic Motion Capture:** All animation characters are created using human motion capture and facial expression capture technologies, ensuring precise representation of story scenarios.