組別 Team ID：202306

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

專題名稱(Project Name)： 深海博物館　(ATLANTIS)

一、 **指導老師(Advisor)**：李麗華老師(Prof. Li-Hua LI)

二、 **組　　員(Team members)**： 廖宏承（10914025）、陳信瑞（10914064）、謝瑞霖
（10914124）、葉志祐（10914139）、溫健鈞（10914157）

三、 **遊戲環境(Game Environment)**：

軟體	遊戲開發(Game Development)：Unreal Engine5 多媒體製作（Multimedia Production)：Adobe After Effects、Adobe Premiere Pro 、Adobe Photoshop、Maya、Substance Painter、Zbrush、Pro Create
硬體	電腦(Computer)、鍵盤(Keyboard)、滑鼠(Mouse)

四、 **遊戲簡介與特色(Game Introduction and Features)**：

(一) 簡介(**Introduction**)

美侖美奐的亞特蘭提斯深海博物館(Atlantis)適逢建館 30 週年並舉辦了一場與環保結合的『永續狂潮』特展。前來參展的帕索(Paso)，陰錯陽差地遇到一樁竊案，位於主展場的波賽頓雕像其手握的三叉戟被竊。為了找回三叉戟，玩家將扮演帕索(Paso)，協助帕索完成各項解謎任務。解謎的遊戲設計以環境保護為內涵，如:不亂丟垃圾、食物永續、環境保護等。

本遊戲以第一人稱視角進行遊戲，遊戲共有三個展場大廳(關卡)及許多解謎活動設計。遊戲兼顧了博物館的藝術欣賞、動腦解謎及環境保護的意涵，而博物館的建築、雕像、畫作和展出作品，全數由本專題獨特手繪或設計製作，是一款寓教於樂的 3D 遊戲。

請玩家們跟著帕索開始進行闖關解謎，解出所有的答案才能讓消失的三叉戟物歸原位啊!

The magnificent *Atlantis Ocean Museum* is celebrating its 30th anniversary and hosting a special exhibition — "Sustainable Frenzy" for environmental protection. Paso, who came to visit Atlantis. At the same day, the trident held by Poseidon statue at the main exhibition hall was stolen. To retrieve the trident, the player (Paso) must solve all of the tasks in the Atlantis museum. The theme of the game design is to promote environmental protection such as garbage collection, food sustainability, environmental protection, etc. All of the artworks presented in this museum are specifically designed by our project members.

This game is designed using the first-person perspective. There are three exhibition halls (levels) and many puzzle-solving activities are designed. We take the following concepts into our design account, i.e., the art appreciation of the museum, brain puzzle solving, and environmental protection. Please follow in Paso's footsteps to solve all of the puzzles. Only by finishing all the tasks can the disappearing trident be returned.

(二) 特色(**Features**)

遊戲與教育兼具	透過本團隊精心打造的遊戲，巧妙地融入了環境保護議題，旨在激發使用者於遊玩的同時，覺醒內心深處的環保意識，並鼓勵他們為環境盡一份心力。
紓解壓力	本遊戲的設計是以海洋為情境場域，以可愛且典雅的風格為設計基礎，以 3D 動畫開發而成。玩家在遊戲中不僅可以享受遊玩的樂趣，更能透過海洋博物館裡獨特的館藏，產生身心饗宴、愉悅而放鬆的境界。
增進邏輯思考	本遊戲要求玩家以靈活的思維和觀察力找尋蛛絲馬跡，透過獨特的解謎遊戲來進入各博物館的展廳。在遊玩過程中，玩家不僅能享受暢遊海底博物館的 3D 動畫情境，更能刺激大腦完成解謎任務，藉此激發腦細胞活力，使大腦更敏捷靈活。

Educational and entertaining	Our game ingeniously incorporates environmental protection issues, aiming to inspire users to be environmentally aware while playing and contributing to the environment.
Stress Relieving	This game features a cute and elegant design, aiming to provide players with joy and therapeutic benefits through its exquisite in-game collections. It creates a relaxing and healing experience for the mind and body.
Enhance logical thinking	This game's unique gameplay challenges players to think flexibly, find clues, and solve puzzles to progress through levels. It offers an exciting gaming experience while stimulating brain activity, enhancing mental agility, and flexibility.

(三) 關卡架構(Level structure)

主畫面 → 遊戲開始 → 第一關 奧本廳 撿垃圾&拼圖 → 第二關 瓦達廳 食物永續配對 → 第三關波賽廳 迷宮&轉盤 → 遊戲結束

Main Menu → Game Start → First Level :Auburn Hall (Garbage Collection & Jigsaw) → Second Level: Wada Hall (Food Preservation & Match) → Third Level: Poseidon Hall (Maze &Turn table column) → Exit Game