

組別 Team ID : 202427

專題屬性 Category : 互動多媒體 (Interactive Multimedia)

專題名稱 Project : RE:PLAN

一、**指導老師 Advistor :** 邵程豪 老師 (Prof.Chenghao,Shao)

二、**組員 Team members :** 白鑫龍 (11014019)、 仇少樺 (11014025)、 鄭凱訓 (11014103)、 林楷筌 (11014133)、 蘇弘霖 (11014170)

三、**系統環境 System environment :**

(一) **軟體 Software :**

作業系統 Operating System:Windows 10/11

語言 Programing language:Unreal Blueprint

開發工具 Toolkits:Unreal Engine 5、 Blender、 Maya、 Zbrush

Adobe Substance 3D Painter、 Adobe Photoshop

(二) **硬體 Hardware :**

四、**簡介 :**

(一) **遊戲簡述**

本專題為一款以科幻風格為主題的 3D 潛行類遊戲， 玩家將化身為一名特務潛入一座受到 AI 佔領的研究基地，必須一面躲避來自四面八方的警戒設備，還必須搜索地圖完成目標任務，並順利逃出研究基地。

(二) **特色**

- **科幻主題:**本專題以一座廢棄的研究基地為背景，各種科技風格的警戒與巡邏設備，為玩家帶來驚險刺激的體驗。
- **無血量機制:**玩家本身並不具備血量，也無法回補狀態，換言之，玩家一旦受到攻擊就會死亡，大幅提高難度，同時降低了容錯率。
- **特殊技能:**玩家雖然無法進行攻擊動作，卻擁有控制時間的能力，遊戲過程中玩家可以使時間放慢、 時間回溯、時間暫停等技能來躲避攻擊。

五、**Introduction :**

Introduction

This project is a 3D stealth game with a sci-fi theme. Players take on the role of an agent infiltrating a research base occupied by AI. They must avoid surveillance from all directions while searching the map to complete mission objectives and ultimately escape the research base.

Features

- **Sci-Fi Theme:** This project is set in an abandoned research base, featuring advanced security and patrol systems that provide players with a thrilling and intense experience.
- **No Health Mechanism:** The player does not have a health bar, nor can they restore any status. In other words, any attack results in instant death, significantly increasing the difficulty and reducing tolerance for errors.
- **Special Abilities:** Although players cannot perform attack actions, they possess time-manipulation abilities. Throughout the game, they can use skills such as slowing down time and reversing time to evade attacks.