組別 Team ID: 202229

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

專題名稱 Project: ATERRA

一、 指導老師 Advistor: 呂慈純老師 (Prof. Tzu-Chuen, Lu)

二、 組員 Team members: 陳奕如 (10814103)、潘妏婷 (10814016)、

李岱樺(10814038)、蔡宜軒(10814061)、

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三、 系統環境 System environment:

(一) 軟體 Software:

作業系統 Operating System: Windows 10

開發工具 Toolkits: Unreal Engine 4

模型製作 Model Design: MAYA、Zbrush

貼圖繪製 Mapping production: substance painter

動畫製作 Animation: MAYA

UI 製作 User Interface Design: Photoshop、illustrator

影片剪輯 Edit a video: After Effect、Premiere Pro

(二) 硬體 Hardware:

1.CPU: Intel(R) Core(TM) i9-10980HK 同級規格或以上

2.顯示卡: NVIDIA GeForce RTX 2080 Super 同級規格或以上

3.硬碟:16GB以上

4. 螢幕最低解析度: 1280*720

5. 螢幕最高解析度: 1920*1080

6.記憶體:16GB RAM 同級規格或以上

7.網路需求:行動網路/ADSL

8.USB 連接埠:1個 USB Type-C

9.VR 設備: VR 設備一組(需有虛擬搖桿)

10.鍵盤:標準式鍵盤一台

11.滑鼠:標準式雙鍵滾輪滑鼠一組

四、 簡介:

(一) 系統簡述

本專題「ATERRA」利用 VR 遊戲特性讓玩家更能身歷其境,且賦予玩家保護地球的任務,遊戲內有豐富及多元的關卡,透過三大關卡衍生出愛惜海洋資源、 降低汙染與永續能源及林木保持等議題,透過這些關卡可以使玩家更瞭解保護環境的重要性。



(二) 特色

- 虛擬實境體驗:使用 VR 設備讓玩家有身臨其境之體驗。
- 豐富的關卡設計:各關的核心概念不同,透過不同的玩法讓玩家了解遊戲背後的意涵。
- 環保意識:遊戲劇情結合環保意識,讓玩家在遊戲過程中也能體會到環保的重要性。

五、Introduction:

Introduction

The project "ATERRA" uses the gameplay of VR to make players go through a better experience personally, which also provides tasks of protecting the earth for players. The game includes three main levels, which brings out numerous diverse theme levels about certain issues, such as marine resources conservation, reducing pollution, sustainable energy and forest conservation. Through these levels, players can have better understanding of the importance of protecting the environment.

Features

- Virtual Reality experience: Using VR equipment to give players an immersive experience.
- Variety of level design: The central concepts of each level are different so players can understand the meaning of the game through different gameplay.
- Environmental awareness: The game plot links up with environmental awareness, which players can realize the importance of environmental protection during the game.