



Project Reaper Zer

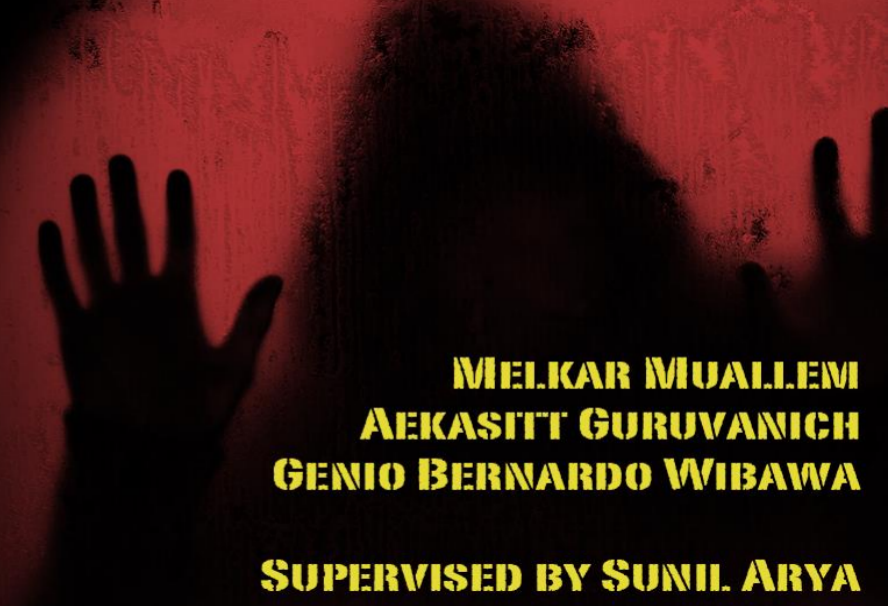
SIDE-SCROLLING HORROR GAME



**UNREAL
ENGINE**



AR2 STUDIO

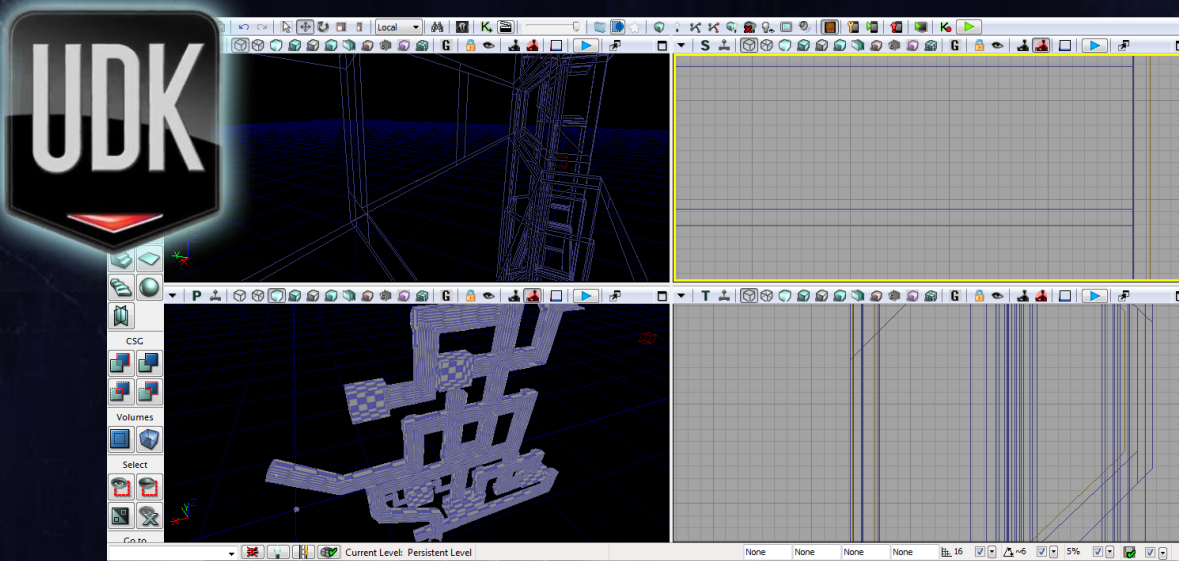


**MELKAR MUALLEMI
AEKASITT GURUVANICH
GENIO BERNARDO WIBAWA**

SUPERVISED BY SUNIL ARYA

Project Reaper Zero

[PRO] is a 3-dimensional game; the game's graphics and logic are all handcrafted for this project using various tools. The game logic programming was done through UnrealScript while Heads Up Display and challenging mini games were developed using Adobe Flash and ActionScript 2.0 integrated to the unreal platform using Scaleform. 3D maps and models are crafted inside the Unreal Editor and Autodesk Maya Modeling tool. Project Reaper Zero comes to life once we combine everything in the **Unreal Development Kit**.



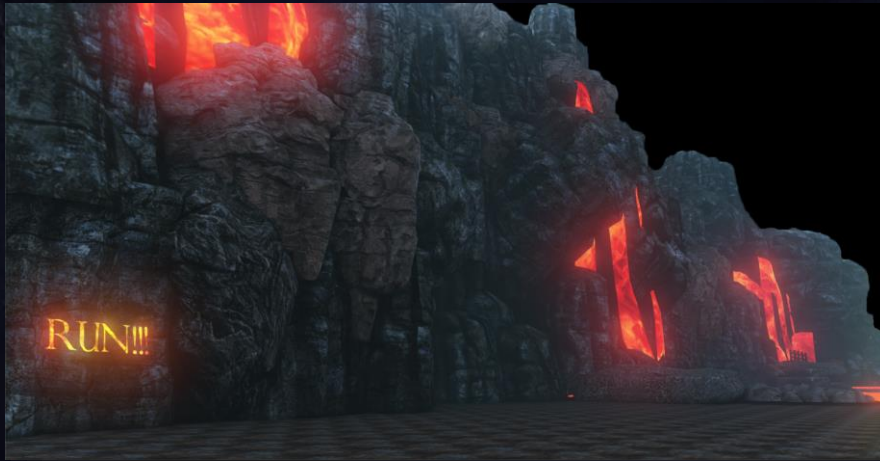
Escaping Purgatory

In [PRO], the protagonist, a **hero in ghost-form**, is on a quest to escape hell. After suddenly waking up in a cell deep in Purgatory, our hero begins his quest to freedom. In order to once again return to the human realm our hero travels collecting the magical possession shards which would enable him to acquire a the power of possessing other creatures. In the game, the player will go through various maps with unique settings and challenges on their journey to the surface.

Will our hero ever escape, or are we forever doomed in fiery inferno?

Levels

- ◆ **Purgatory** is a map designed to serve as a tutorial level that introduces the player to the mechanics and the story of the game.

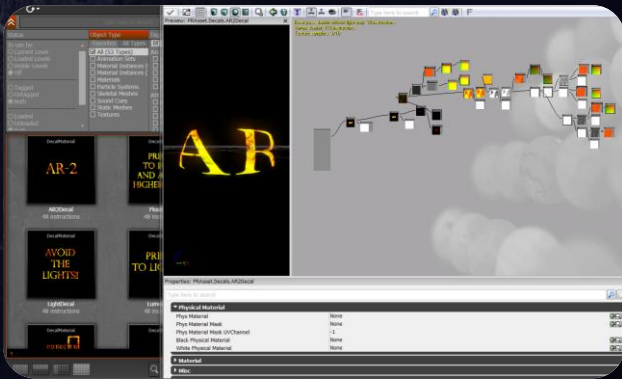


- ◆ **Pipework**, the second step of the journey and the most difficult; containing a range of challenges and mini games with various difficulties.
- ◆ **Forest**, the last step of the quest, concludes the journey and reveals the shocking conclusion of the game.



Player's Experience

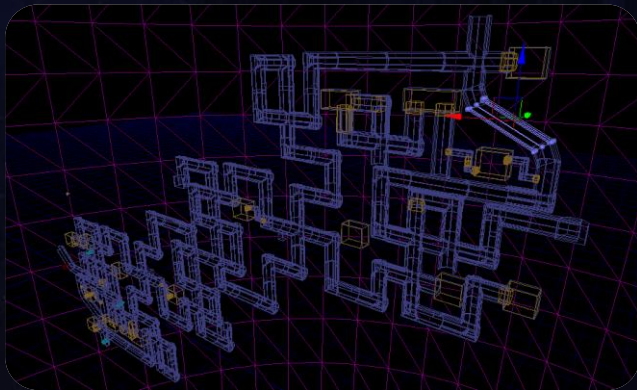
Through the Unreal Development Kit and subsidiary tools, we constructed unique graphical components including static meshes (environment), skeletal meshes (characters), and particle effects like smokes and flames, which we integrate into our game. By using different elements presented in the final product, we create and deliver a horrifying atmosphere and puzzling elements in the gameplay to try and captivate the players.



UDK's Material Editor in action



Creation of puzzles using Adobe Flash



Designing Pipeworks in UDK



Putting everything together

Multi-Platform Support

The game is properly designed to run natively on different platforms; it can be played via mouse or the Xbox 360 controller, which works both on personal computers and the Xbox 360 consoles.

