

UST RESCUE

Computer Game 2

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This project aims to create an Action Role-play Game with 3D graphic which requires players to have real-time response to different stimulus. Players can a interesting storyline with good graphic design.

Story

On the eve of your FYP presentation, you falls asleep in bus going to HKUST. After you get down from the bus and the bus leaves, the atmosphere around HKUST suddenly changes. You discover that a large number of monsters has attacked UST. Some people stay away from the monsters by hiding themselves in the library. You decides to save and frees them by killing those monsters, and fights with their king...



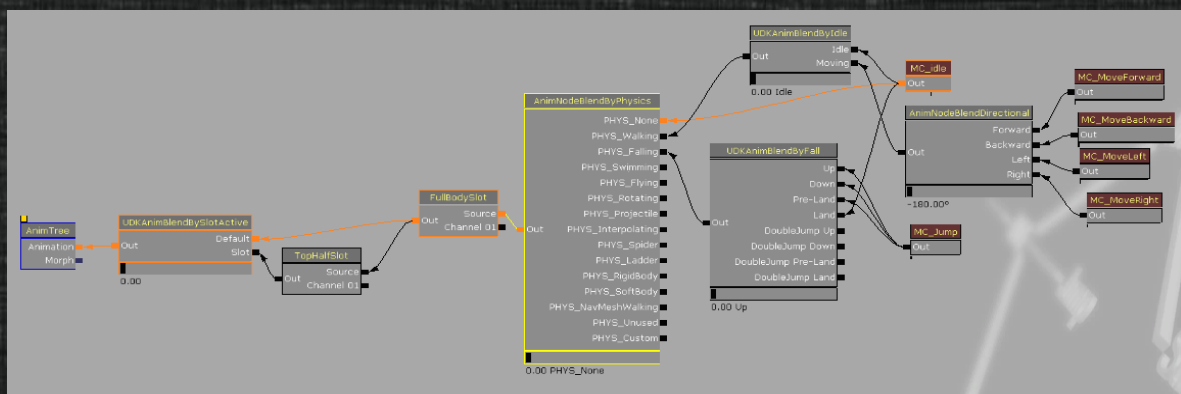
Main Menu

3 story mode difficulties:

- Easy Mode
- Normal Mode
- Hard Mode

Custom Animations

Animations are created in Blender, and animation tree is set in UDK. Changing bone rotation degree and location to create animations.



3D Design

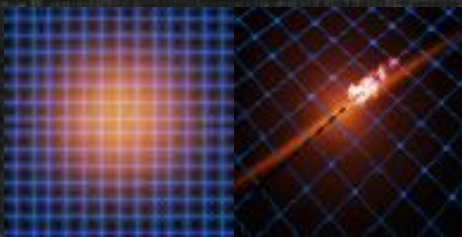
All 3D Object created by Blender. Then export to UDK.

- Main Character
- 8 monster types
- Real UST buildings
- 4 Weapons



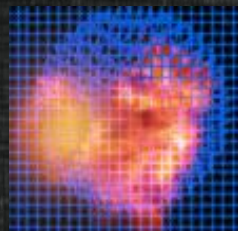
Battle interface

Player can change weapon by mouse scroll
4 Weapons



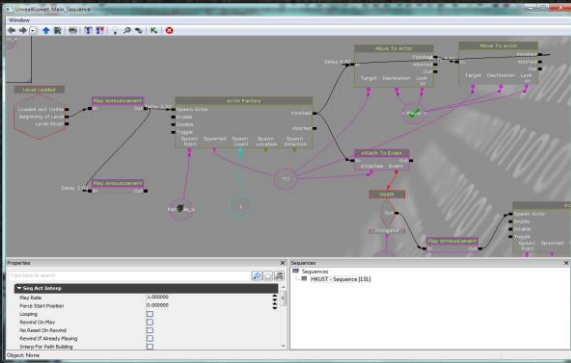
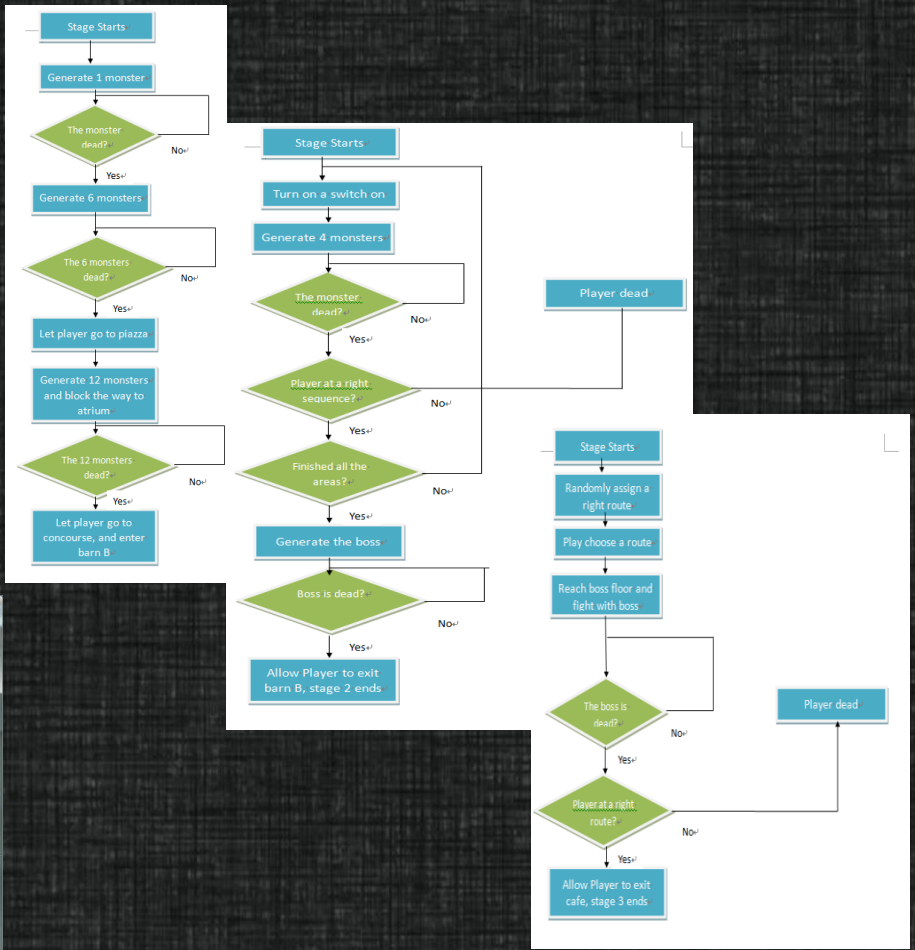
Particle System

Effect of attack and fog on map. Which edit in UDK.



Stage Logic

Use Kismet of UDK to set up camera moving or stage setting such as monsters appear when player reach specific location.



Unreal Script

Editing Scripts for set AI Logic, link up skeleton mesh and animations to game engine, player controller...etc.

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Custom
Main Editor Misc Integrated Apps Custom Page
Startup Page MC_BowDamage_Left.uc MC_Game.uc MD2_Pawn.uc
23 var name AnimSetName;
24
25 var bool Attacking;
26 var bool followingPath;
27 var bool noiseHeard;
28 var Float IdleInterval;
29
30 var AnimNodeSlot AnimSlot;
31
32 function SetPawn(MD1_Pawn NewPawn)
33 {
34 }
35
36 function Possess(Pawn aPawn, bool bVehicleTransition)
37 {
38 }
39
40 state Idle
41
42 state Chaseplayer
43
44 state Attack
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46 auto state FollowPath
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