UST RESCUE

Computer Game 2

MAK, Jun Sheng   TSUI, Kok Kwan   TSANG, Cheuk Lun

Advised by Professor Sunil, ARYA

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...
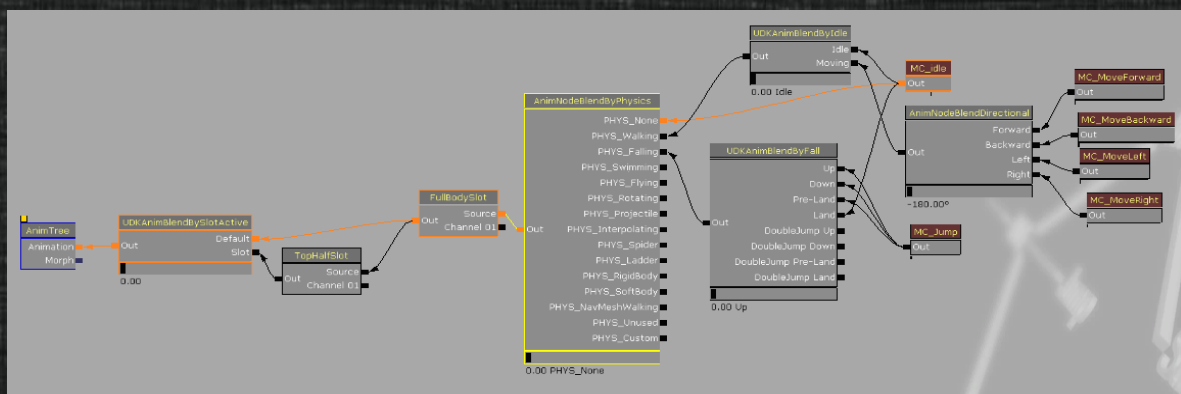

Main Menu

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.
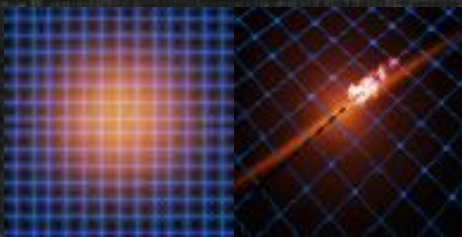
3D Design

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

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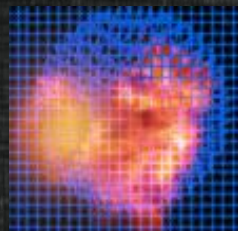- 8 monster types
- Real UST buildings
- 4 Weapons

Battle interface

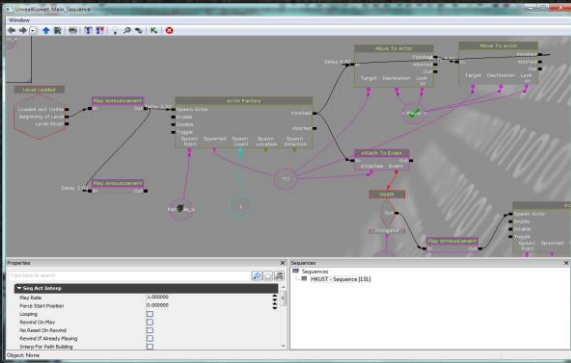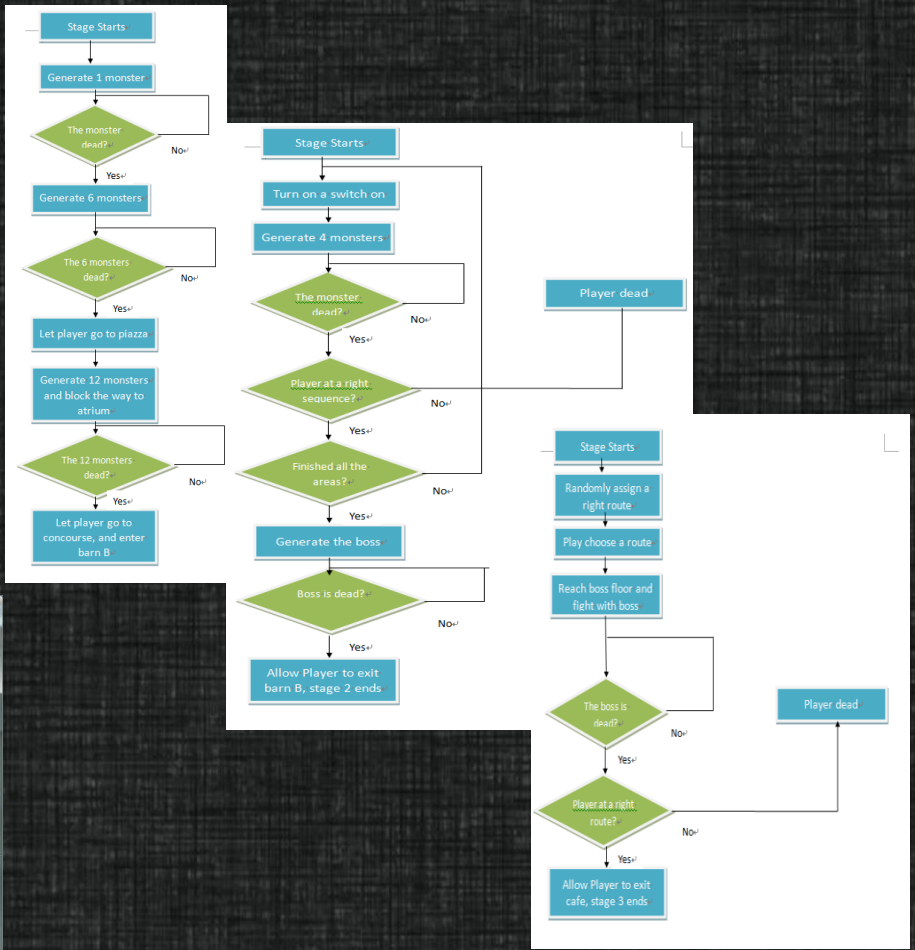Player can change weapon by mouse scroll
4 Weapons

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.