Action RPG Computer Game: "UST May Cry"

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Story

To revive UST, which had been taken control by Lord of Fury, Steve had to slash all the enemies generated by Lord of Fury. On his way to the final battle, he also had to destroy all the evil towers and evade all the traps set up by Lord of Fury.

Being a member of the Kendo Club, Steve is a sword expert who possessed extraordinary sword skills to kill his enemies.
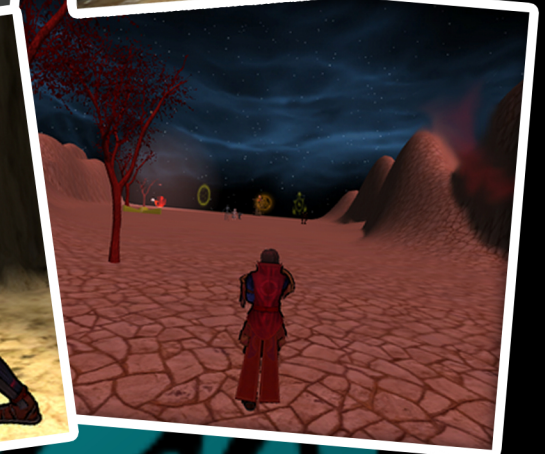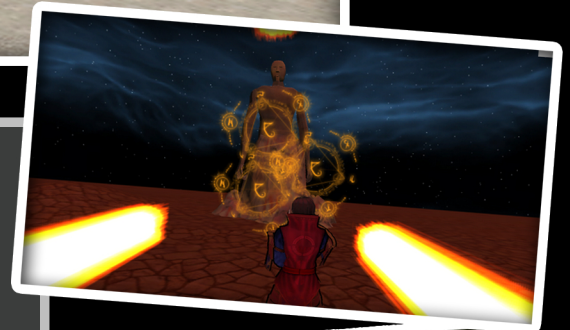
Main Features
- Enemy AI
- Particle System
- Trap Scene

Enemies

To increase the sense of achievement, enemies with intelligence and emotions have been designed.

- Characteristic

Warrior(Swift)
- Fast attack
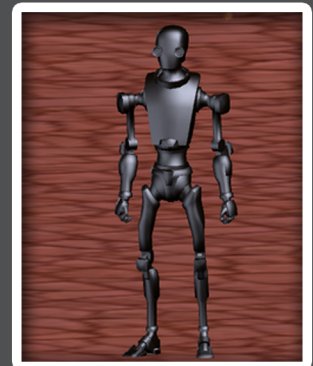- Defend themselves using their shields

Orc(Aggressive)
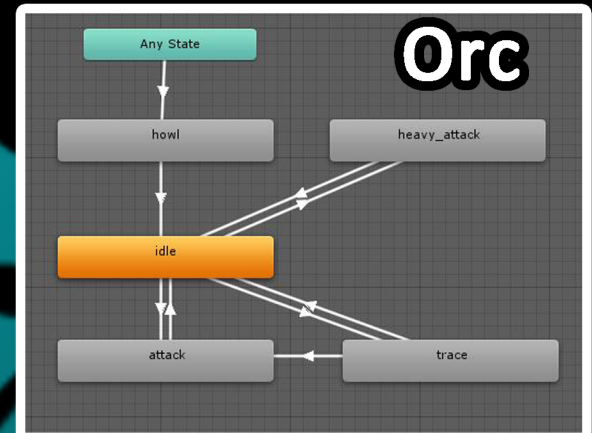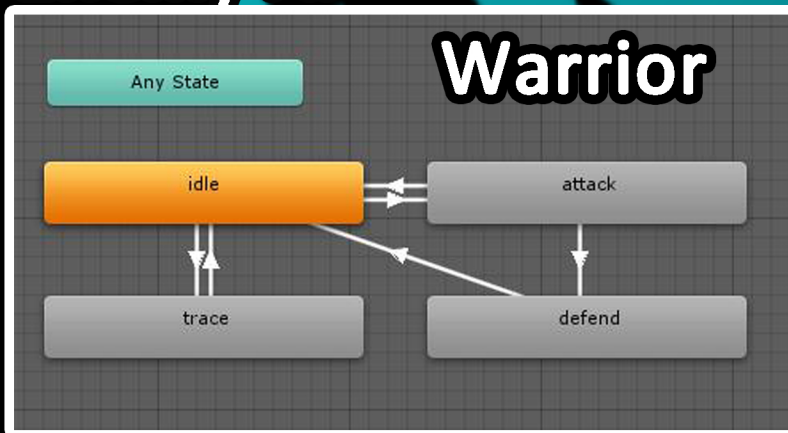- Aggressive attack
- Damage double at low HP

Elf(Cowardly)
- Devastating damage.
- Escape when nearly all its teammates are killed

Robot(Dexterous)
- Self-repair
- Accurate shooting

Enemy AI

Warrior

Any State

idle → attack

trace → defend

Orc

Any State

howl → heavy_attack

idle

attack → trace

Tower

A kind of enemy building. Stay at the same position and not possess their own characteristic. Instead they have the ability to predict player movement.
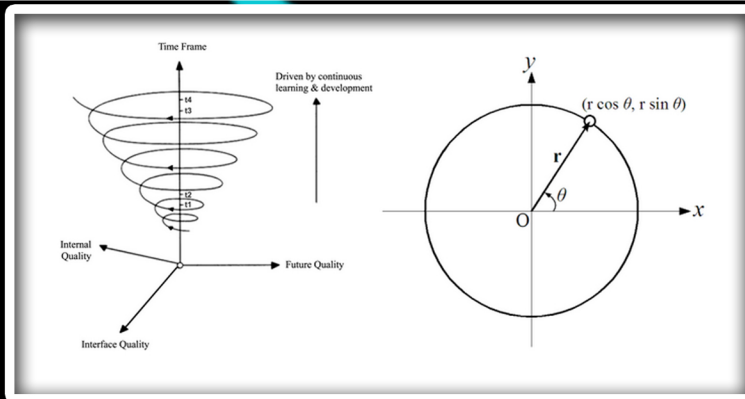
Effect

- Paticle System
Use of large number of very small sprites or other graphic objects to simulate certain kinds of "fuzzy" phenomena.

e.g.Tornado
Dust particles moving around a vertical axis in a circle and the radius of the circle increases with the vertical position.

- Shader
Are essential tools to color an object. Different objects were colored with different shaders to produce the desired effects

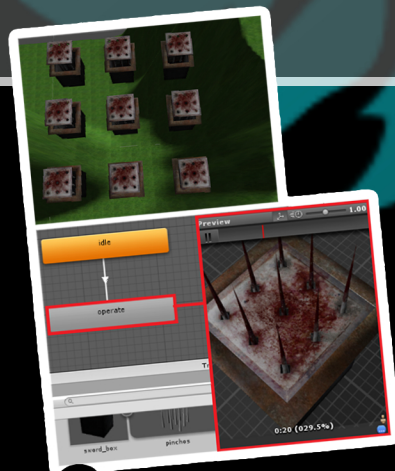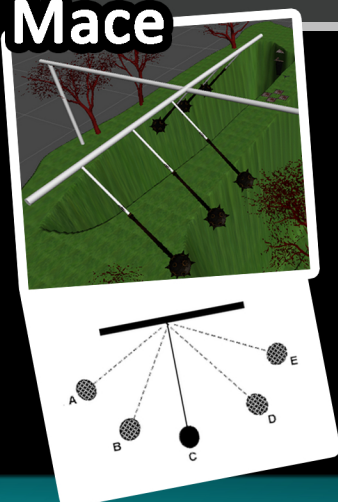Alpha blended Particles Shader

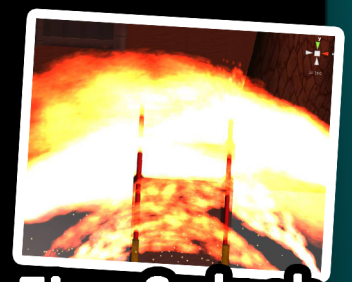Shadering with Normal Map:

Toon Shader

Trap

Other than enemies, trap is another challenge for player. There were diverse kinds of traps forming different patterns in our game.

Mace

Sword Box

Ring Blades

Fire Splash