

Gullinkambi

A pseudo3D game about the red bird of the HKUST

Chan Ka Ho, Chan Yu Tung,
NG Ka Fung, Tse Chun Ming

Advised by **Prof. Sunil ARYA**

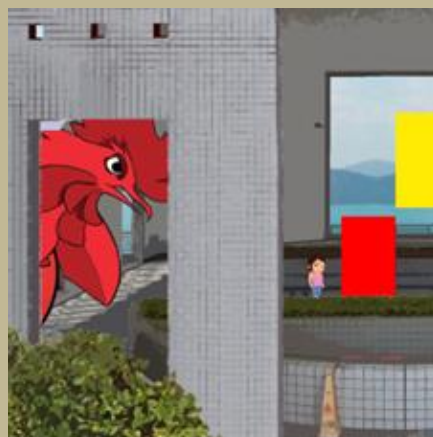


Objective

To make the adventure story called “Gullinkambi” into a role-playing game with multiple ending about the sundial sculpture of HKUST

Story

The story of Gullinkambi begins as Peter survived in a mystical blast, crawling out of the ruin of Atrium in HKUST. All in a sudden, a huge red bird-like monster crushed its way toward Peter, forcing him to drop down the terrace in LG5. According to Vivian later in the game, prior to the nuke the Red Bird, a sundial sculpture in Entrance Piazza, had emitted a strange light and it vanished since then.



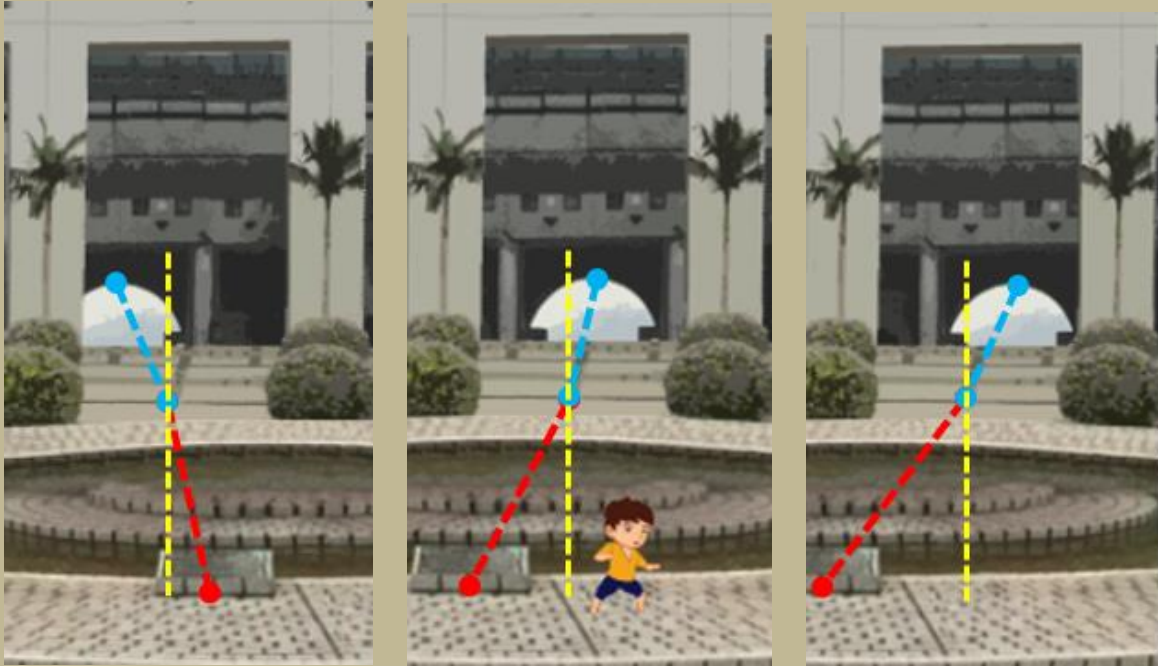
**3 Stages,
3 experiences**

- Stage 1: Escape the Red
- Stage 2: The Link
- Stage 3: Counter Back



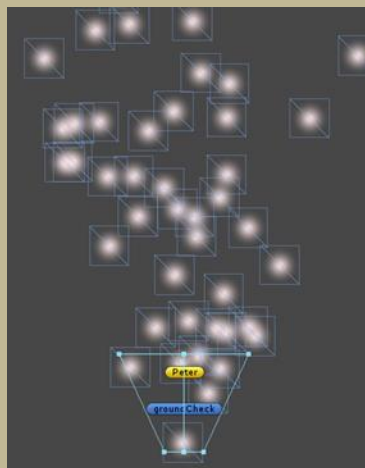
Pseudo3D Scenes

By using perspective projection, layers of 2D images can produce pseudo-3D effect with parallax scrolling.



Machine Learning AI

Character can learn from failure to achieve the game objective. Data collected from Trial-and-error during the gameplay will improve the player decision to pass the stage.

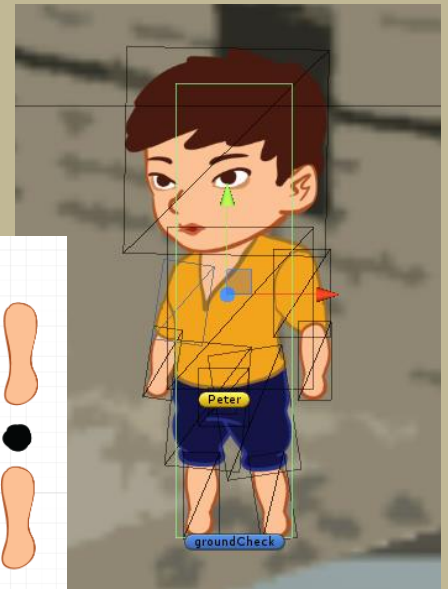
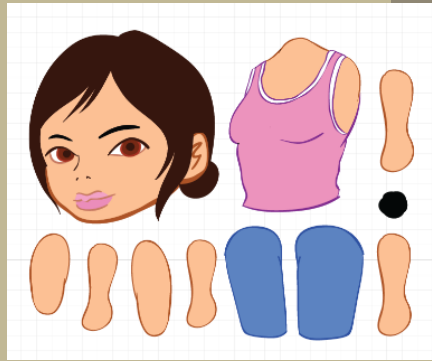
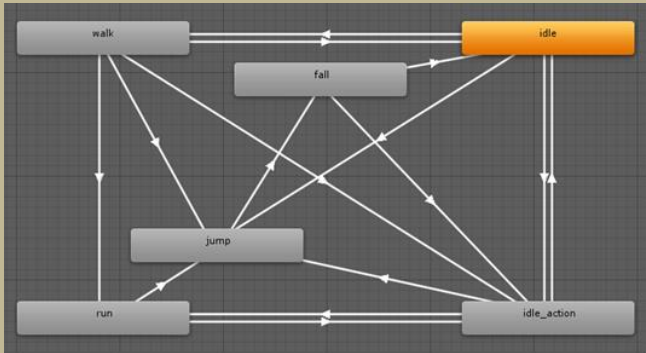


Physic Effect

Animating 2D textures with particle system for game effect.

Skeleton Sprites & Animation

Characters are divided in multiple sprites and is animated through anchors and pivots.



Battle System

360 degree strike with gesture or mouse movement.



Damage Types System

In the world of Gullinkambi, different tools and balls deals different types of damage. One type neutralizes the strength and is cancelled out by its weakness.

