UST Escape

The objective of this project is to develop a Role-Playing game with a puzzling and interactive setting, which provides creative gameplay and gives a special impression to players.

Story

Tom accidentally travels to the future of HKUST, when the decade that HKUST is under attacked by monsters. What secrets will be eventually find out behind the incident after he escape from HKUST?

Main Options

- Story /Single-player mode
  - The whole plot of the story is started at here!
- Multi-player mode
  - Playing with your friend to kill monsters!

Features

- Puzzle solving
- Special battle method - QTE
  - QTE is an interactive context-sensitive game play method. Player is required to perform a sequence of specific actions or gestures for the sake of attacking monsters or defending monsters' attack. For example, touching, shaking, and swiping.
- Inventory System
  - Player can find useful or extraordinary items during the game which have their special usage in different scenario. Some items can be equipped so that they can be bought to battle. Items can be used by either tapping or dragging, or dropping it into a correct place. Cartoon! Don’t drop useful item into an improper place, it will disappear!

Methodology

- The whole game is written by a game engine “Unity” using both language —— C# and Javascript. Unity provides a powerful and integrated API with a user-friendly operating environment. Moreover, the majority of 2D graphic is drawn and designed by us using popular graphic software like Adobe Flash, Photoshop and Illustrator. Furthermore, GoldWave helps in the production of sound effects and wonderful music.