



AWAKENING GOD

COMPUTER GAME 2

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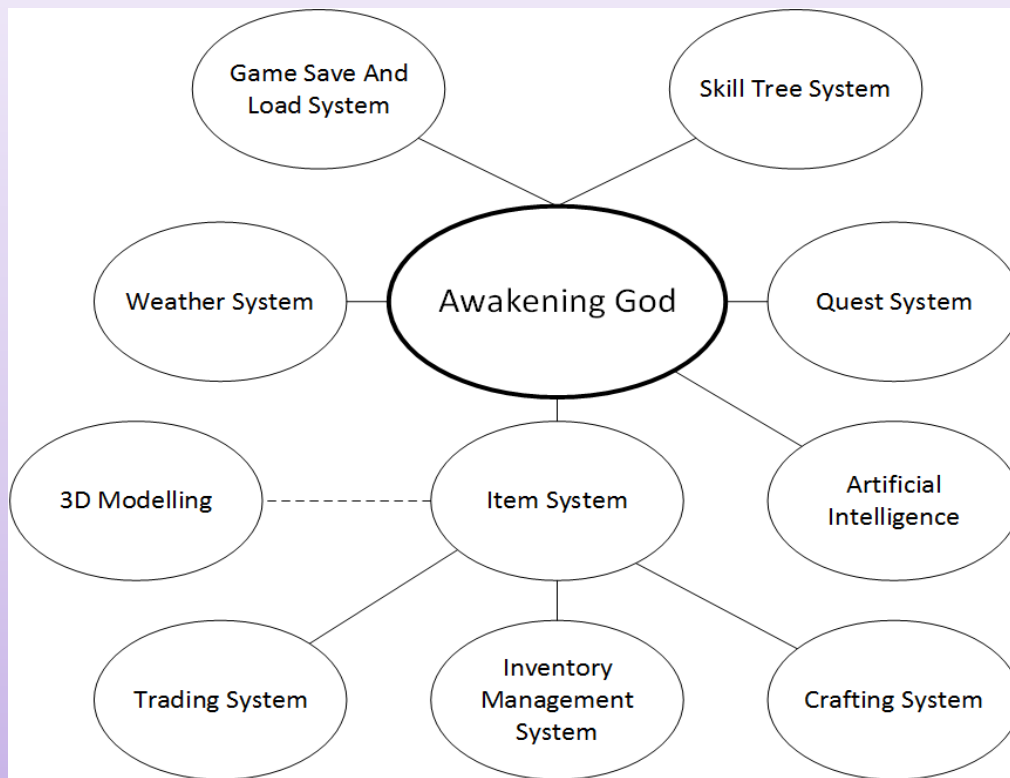
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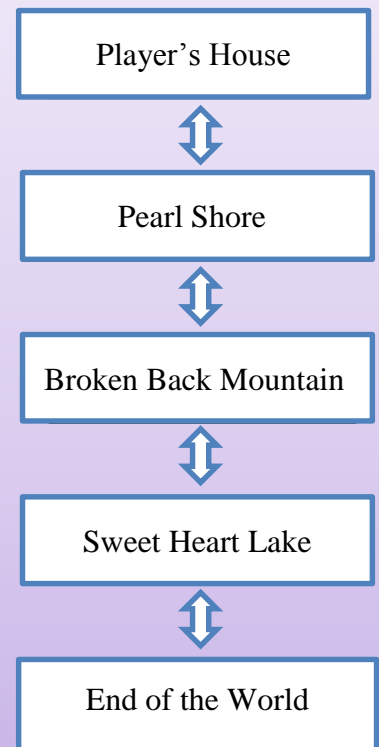
Introduction

Our game is called Awakening God (醒神). We have implemented a lot of important systems in our project, including Weather System, Quest System, Skill Tree System, Artificial Intelligence, Item System (Trading System, Inventory Management System and Crafting System) and Game Save and Load System. With the help of 3D models, we have successfully created an impressive RPG for players. The system is developed in Unity with the use of C# and JavaScript. Maya is used to create 3D game models.

Main System



Our game scenes:



Features:

- **3D modelling** - Models and Animations are designed and implemented by ourselves
- **Real-time combat against clever AI enemies** - Combat is intensive. Artificial Intelligence is created to determine the non-playable characters' behaviour
- **Weather system** - In-game weather and gameplay are affected by real time weather data in Hong Kong
- **Item system** - Players can find valuable items in the game world, items can also be obtained by crafting and trading
- **Character development** - Players can cultivate their characters through skill tree system to make themselves stronger
- **Story and quests** - The game is progressed by going through the story and completing game quests

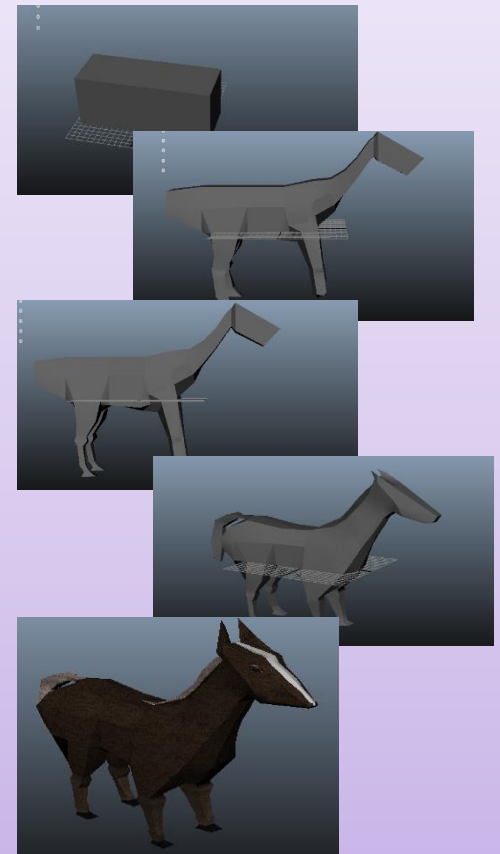
Implementation

Scenes



3D modelling

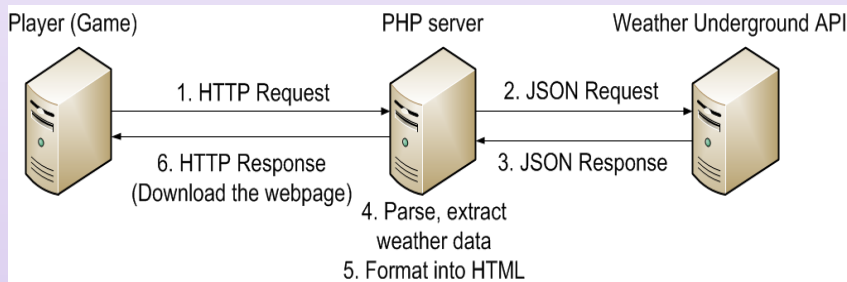
Procedures:



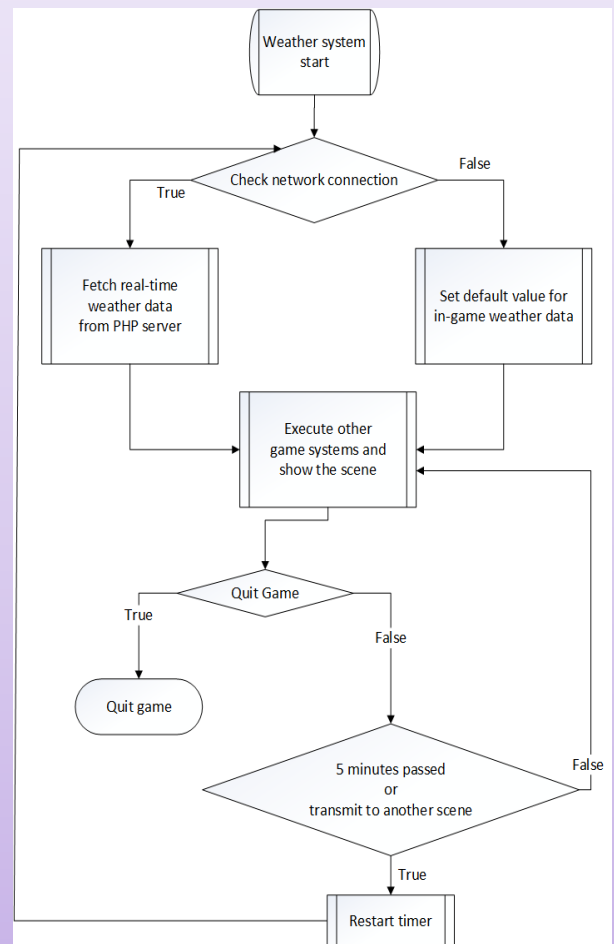
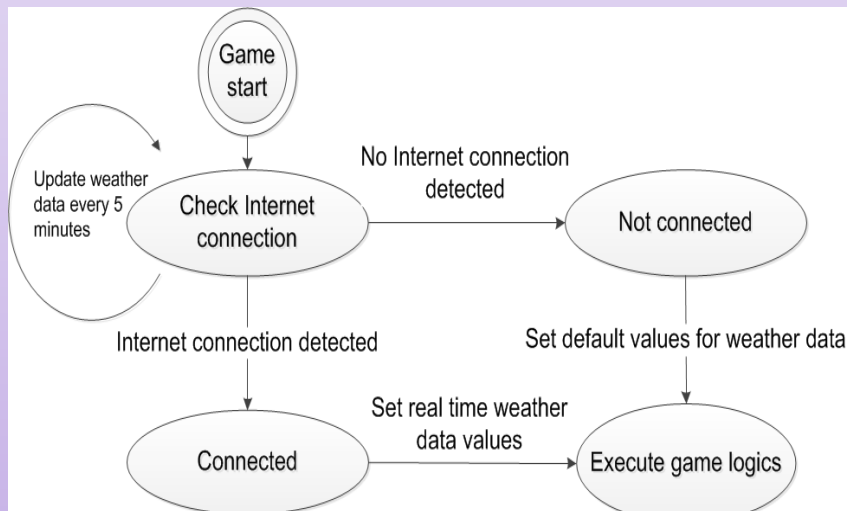
Weather System

Weather data in the game is updated every five minutes by making a JSON request to Weather Underground through our server. The in-game weather updates every 5 minutes and you will find it looks differently.

Data Collection:

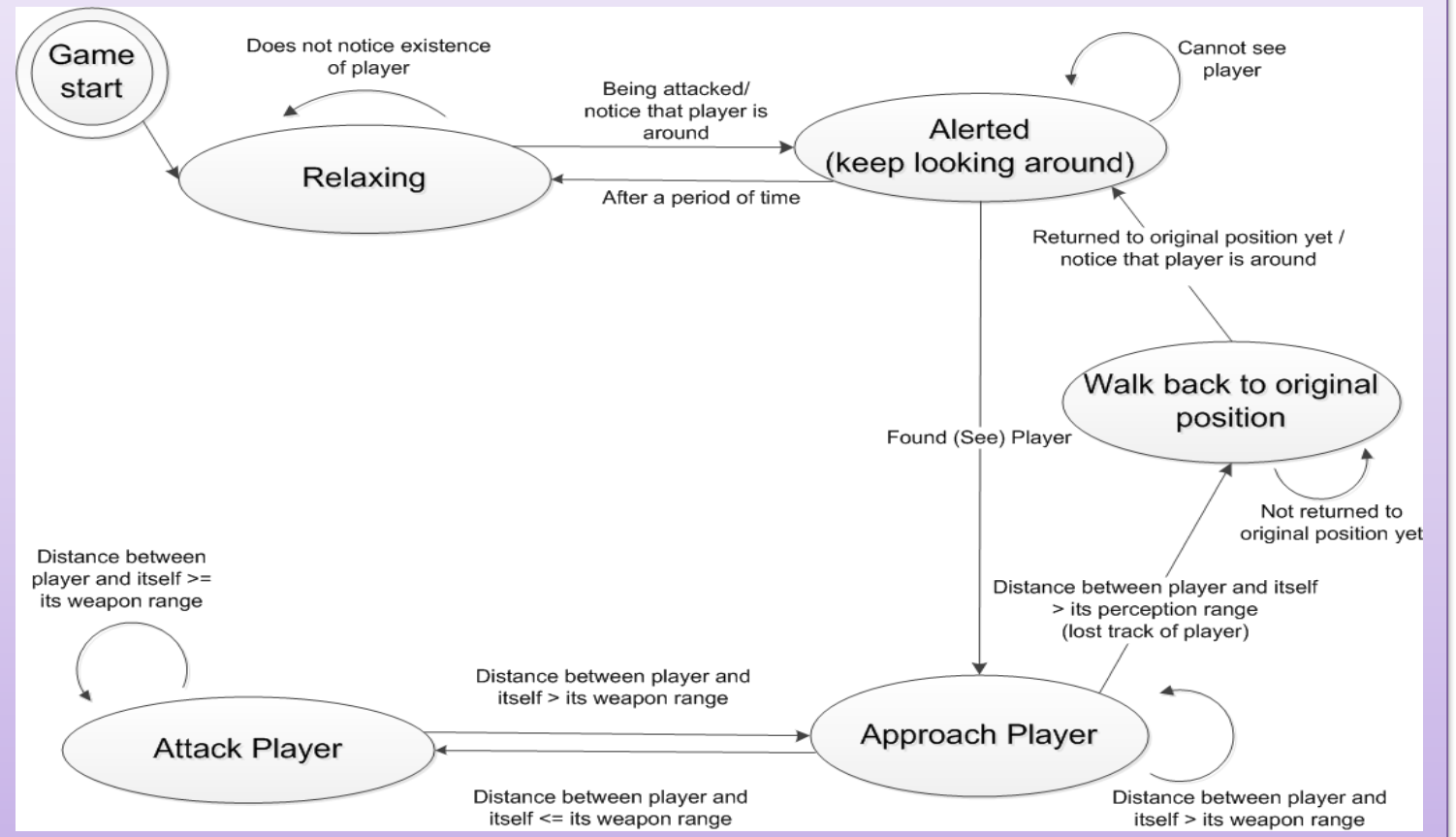


Mechanisms:



Artificial Intelligence

The behaviour of Non-Playable Characters (NPC) in the game will be controlled by artificial intelligence.



Conclusion

Hopefully, we finish our job. We all have done our best on this game. The quality of the game, in terms of gameplay and graphics, are satisfactory. The progress of our project is steady and within our expectations.

