

Time Machine RPG Game

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TIMEMACHINE

JOURNEY TO FUTURE

Time Machine is a 3D adventure role-playing game about a young man's fight against the evil.

Various fancy models and plentiful different game systems are the cores of the game.



Story

The story takes place in a fantasy world during the medieval period. At that time, dark power controlled by Dr. Evil spread around different places and his ultimate goal is to conquer the whole world with his power.

Requested by the head of village, the player starts his journey to defeat Dr. Evil and hopes to restore the peaceful life.

Level System

In such a long journey, the player needs to battle with different enemies. With the experience, player can level up and becomes stronger.

- level system up 15 levels



Weapons

Player can pick their favourite weapons. There are up to 7 weapons in total with different basic attack values and different types.

4 different types of weapons

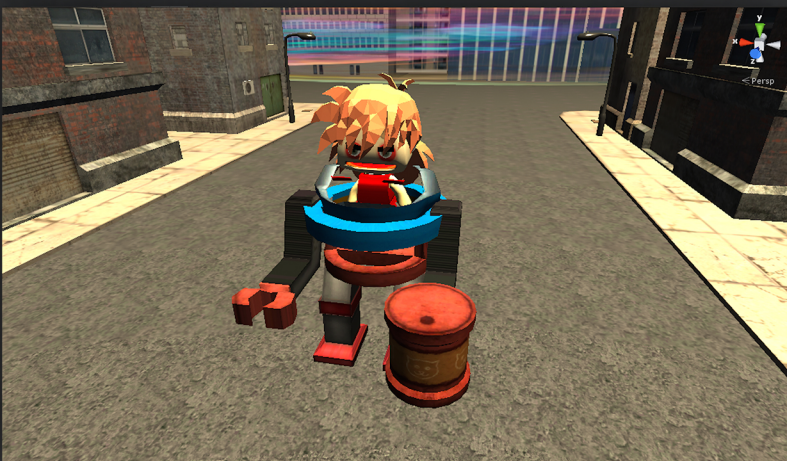
- nature
- fire
- ice
- grass

NPC

Different NPCs provide significant information, weapons or quests helping the player to ultimately defeat Dr. Evil in the journey.

4 different types of NPCs

- wizard
- alchemist
- adventurer
- village head



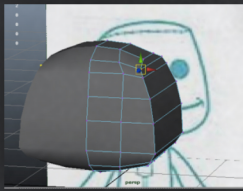
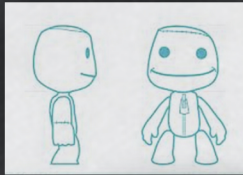
Final boss

After the long journey, you finally find Dr. Evil. This time, control the robot to defeat Dr. Evil!!

Face your fate, player...

Methodology

This game is composed by two components - Maya for producing models and Unity3D for the game system. With a 2D concept picture, the model is made step by step. After texturing and animation, the model becomes much more realistic. Finished models are then imported to Unity3D and different systems can be built.

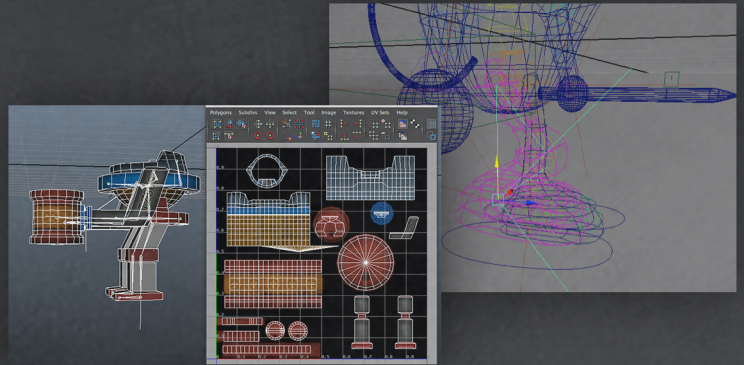


Modeling

By referring to the 2D concept picture, a simple polygon is chosen to start drawing. The polygon can be transformed to the desired shape by various reshaping techniques. By repeating the steps different parts of the whole model can be made.

Texturing and Animation

Models are unfolded in Maya and painted with 2D UVtextures in Photoshop. For animation, different poses are made in different key frames to smooth the action.



Battle System

Real-time battle system is used in the game for the battles between monsters and the player. It is an integration of advanced AI, player input control and collision system.

Quest System

Quest system is used to keep track of all the available quests and the current quest progress. All quest process will be stored in Player Preferences on a key-value basis.

