

Kobayashi Maru Commander 小林丸指揮官 v0.9

釋出版本(release version): v0.9

軟體版本(software revision): r823

釋出日期(release date): 20130110

[Kobayashi Maru Commander 小林丸指揮官 v0.9](#)

[最新消息\(what's new \)](#)

[畫面截圖\(screenshot\)](#)

[說明\(description\)](#)

[主要更新內容\(main update\)](#)

[如何遊玩\(how to play\)](#)

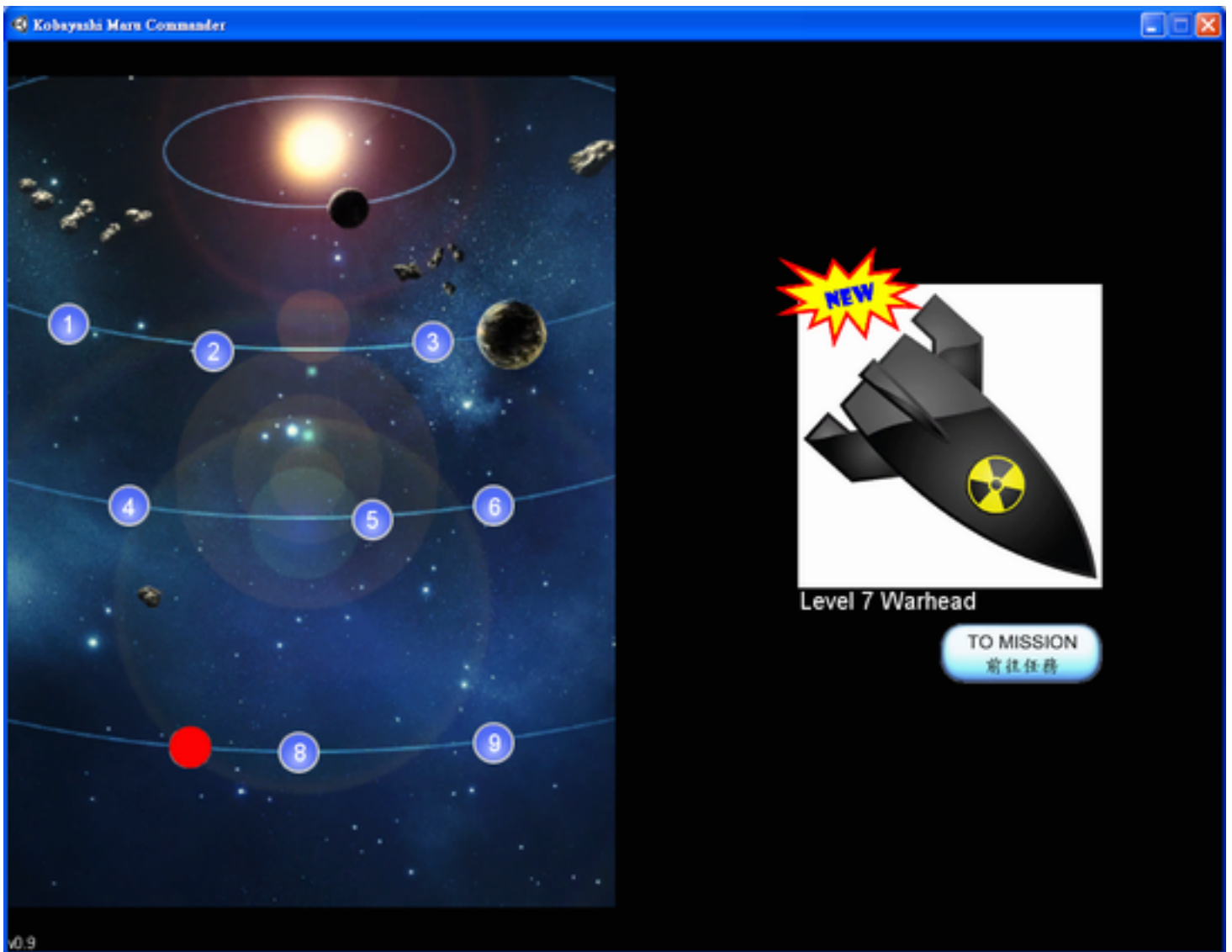
[聯絡方式\(contact\)](#)

[作者背景\(author\)](#)

最新消息(what's new)

畫面截圖(screenshot)

新的選關介面



link(direct): http://sphotos-h.ak.fbcdn.net/hphotos-ak-ash4/486146_10151181772711906_1613386394_n.jpg

short link: <http://tinyurl.com/bhzs2cr>

穿梭機保護星球關卡



link(direct): http://sphotos-a.ak.fbcdn.net/hphotos-ak-ash4/254793_10151178977406906_1493703836_n.jpg
 short link: <http://tinyurl.com/akp2nbo>

album(facebook): <http://www.facebook.com/media/set/?set=oa.185764991566579&type=1>
 short link: <http://tinyurl.com/bfpk4eq>

說明(description)

1. Kobayashi Maru Commander 小林丸指揮官是一個同時具備同人遊戲及原型遊戲角色的專案。在我工作與工作之間的空檔，我想藉此了解在Star Trek的背景下，有什麼元素可以讓一款星際射擊遊戲變得好玩。也就是說，即便拿掉Star Trek的皮，他依然是好玩的遊戲。(Kobayashi Maru Commander is a fan-based prototype game project. In the interval before my next job, I want to realize that what element will make a star-shooting game fun with Star Trek background.)
2. 本版新增了三個關卡，在第九關有特別神秘來賓，對科幻影集有興趣的朋友們請一定要試試看。(This version add 3 new levels. At level #9, there is secret guest, sci-fiction fans must try it.)
3. 本專案已經接近最後一個版本，預計再一次釋出就會結束專案的開發並且開放原始碼。有興趣接手的朋友請來信洽談。(This project has approach the final version, I will end the development at the next release, and open the source code of this project. I'll pleased to know someone has the interest to continue the following development.)
4. 本版本開發工時(the working hours of this version):
自 20121218 至 20120109 共 144 小時(144 hours from 20121218 to 20120109)

主要更新內容(main update)

1. 臭蟲(bug)

- a. 修正 單位點擊範圍因為攝影機透視造成點擊困難的錯誤。(Fix an error of hard to click unit due to perspective of camera.)

2. 新功能(new)

- a. 新增 能源調整系統。(Add a new system of Energy Manipulator.)
- b. 新增 製作通訊事件系統。(Add a new system of conversation system.)
- c. 新增 關卡 Warhead。(Add a new level: Warhead.)
- d. 新增 關卡 Allies or Foes。(Add a new level: Allies or Foes.)
- e. 新增 關卡 Singularity。(Add a new level: Singularity.)
- f. 新增 船艦 Delta Flyer，卡達西導彈，卡達西Galor級，法瑞吉D'Kora級，聯邦Defiant級，羅慕倫Valdore級。(Add new vessels: Delta Flyer, Cardassian dreadnought, Cardassian Galor, Ferengi D'Kora, Federation Defiant, Romulan Valdore.)
- g. 新增 船艦 聯邦戰星級，聯邦毒蛇級，賽隆基地船，賽隆私掠者級。(Add new vessels: Colony Battlestar, Colony Viper, Cylon Baseship, Cylon Raider.)
- h. 新增 武器 聯邦加農砲，聯邦戰星加農砲，賽隆基地船導彈。(Add new weapons: Colony cannon, Colony Battlestar Cannon, Cylon Baseship Missile.)
- i. 新增 星球單位。(Add a new unit planet.)
- j. 新增 武器面板廣域開火模式。(Add a new control panel Full Spread Multi Attack.)
- k. 新增 版權與警告頁面。(Add a page of warning.)
- l. 新增 廣告流程中各船隻網站感謝流程。(Add acknowledgments for website.)
- m. 新增 資源來源頁面。(Add a page of resource location.)
- n. 新增 致謝頁面，將其獨立於選關之外。(Add a independent page of acknowledgment.)
- o. 新增 戰場預覽功能。(Add a new feature of camera preview.)
- p. 新增 戰場計時功能。(Add a new feature of counting in battle.)
- q. 新增 戰鬥主選單，離開遊戲的選項。(Add the battle menu, the button to leave battle.)
- r. 新增 戰鬥結算的介面。(Add the GUI of battle score.)
- s. 新增 武器填充中的訊息。(Add the message of reloading.)
- t. 新增 摧毀敵艦的訊息。(Add the message of destroying units.)
- u. 新增 重要訊息出現時，系統緩慢的功能。(Add the feature of slow motion when message coming out.)
- v. 新增 部分介面隱藏的功能。(Add the feature of hide some GUI.)
- w. 新增 點擊敵人時顯示敵艦的攻擊範圍的功能。(Add the feature of show weapon range when clicking enemies.)
- x. 新增 滑鼠游標對於點擊單位及開火的強調動畫。(Add the feature of emphasis animation of mouse cursor to select units.)
- y. 新增 會切換能源的AI。(Add a new AI can manipulate energy.)

3. 調整(modify)

- a. 調整 選關頁面，重新翻新擺放。(Modify the layout of select scene page.)

- b. 調整 第二關難度，將三艘敵艦分時出現。(Reduce the difficulty of Level #2 by separating the spawn time of 3 enemies.)
- c. 調整 第五關難度。(Adjust the difficulty of Level #5.)
- d. 調整 牽引光速的解除判定，減低難度。(Reduce the difficulty of using tractor beam.)
- e. 調整 教學的內容，加強說明不足的地方，加強取消的指示。(Add more descriptions and tutorials.)
- f. 調整 控制面板作用的方式，改為常駐。(Keep showing control panels.)
- g. 調整 滑鼠點擊移動方式改為移動到定點。目標處新增圖示。(Modify the moving way by mouse click, and add symbol of destination.)
- h. 調整 不播放超出螢幕外的武器發射音效。(Modify not to play the audio outside the screen.)
- i. 調整 控制面板使其只顯示目前可用的武器。(Modify control panel to only show the weapons of current ship.)

如何遊玩(how to play)

1. 網頁遊玩[瀏覽器需安裝Unity web player]
(playing at web , installing Unity web player on your browser is required.):
<http://kobayashi.gadgetapp.net>
2. 下載壓縮檔(download from Google Doc to local): <https://docs.google.com/open?id=0Bzo5ZsuJOW-8UVI1ekhlVEhvbN>
short link: <http://tinyurl.com/apdnsoo>
3. 下載壓縮檔(download from Facebook Group to local): http://www.facebook.com/download/545471868804595/KobayashiMaruCommander_BIN_v0_9.zip
short link: <http://tinyurl.com/ag4q7c8>
4. 釋出說明(release note): https://docs.google.com/document/d/15STxsYpmFHAGZqr7qj9lfqYyp_ENQ1WU8kiPt0m2UE/edit
short link: <http://tinyurl.com/acam7k2>

聯絡方式(contact)

1. 臉書社團(facebook group): <http://www.facebook.com/groups/151280021681743/>

作者背景(author)

1. NDark, a game designer, a software engineer, a zigzag puzzle player, a fencing learner, and a trekker。
曾經擔任工研院的副工程師，鈞象科技的高級工程師，智鏡科技的資深工程師。專長是遊戲設計，電腦圖學，軟體設計，以及專案管理。曾經參與製作的遊戲專案有"無敵風火輪(Funny Table, <http://ft.igsgame.com/>)"，"機甲英雄(Hero of Robots, <http://herorobots.igsgame.com/>)"與"霸三國志大戰(Sangokushi Taisen for Chinese series, <http://sanguo.igsgame.com/>)"。