

Kobayashi Maru Commander 小林丸指揮官 v0.6.0

釋出版本(release version): v0.6.0

軟體版本(software revision): r570

釋出日期(release date): 20121214

[畫面截圖\(screenshot\)](#)

[說明\(description\)](#)

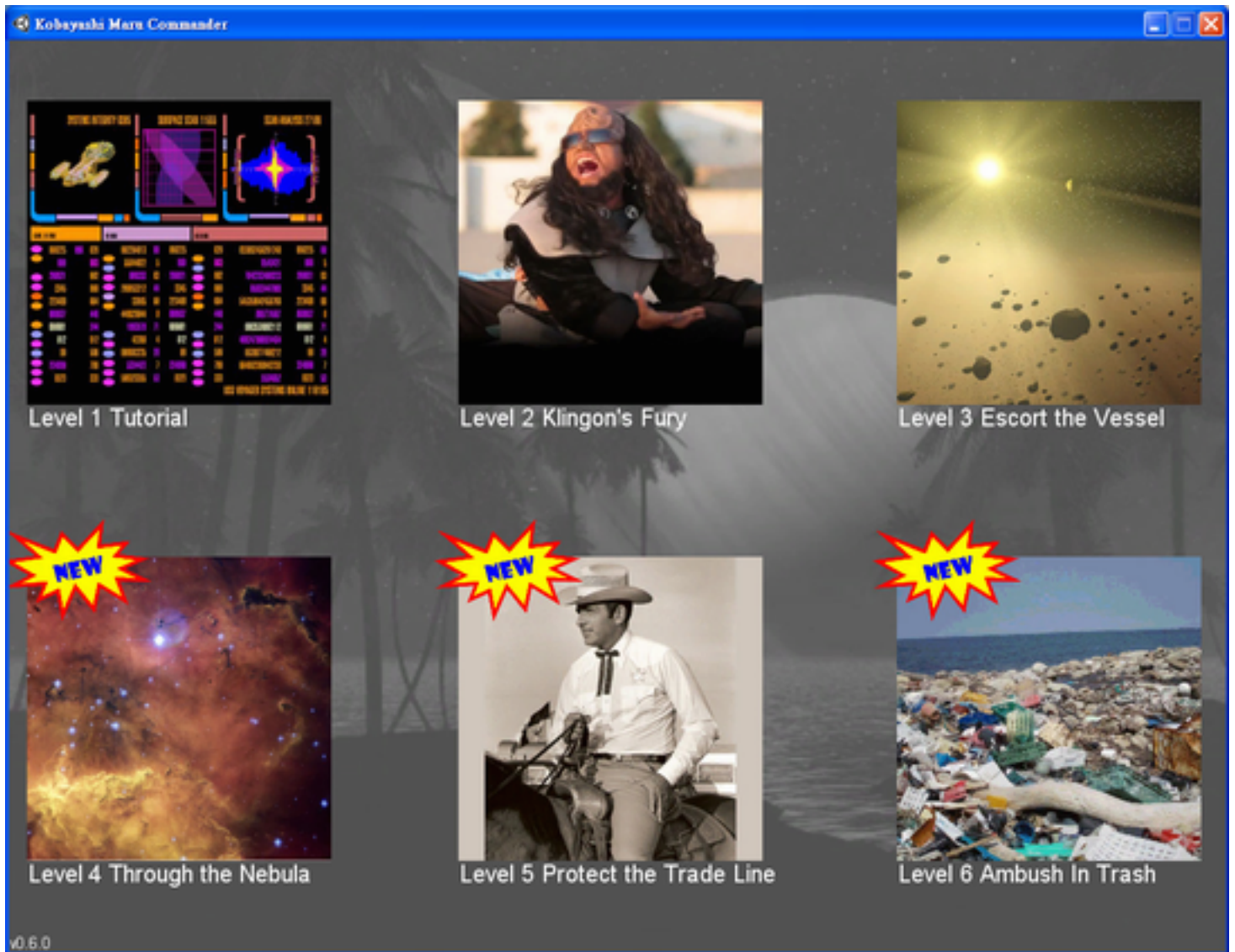
[主要更新內容\(main update\)](#)

[如何遊玩\(how to play\)](#)

[聯絡方式\(contact\)](#)

[作者背景\(author\)](#)

畫面截圖(screenshot)



link(direct): http://sphotos-h.ak.fbcdn.net/hphotos-ak-snc6/205082_10151145339686906_1393143579_n.jpg

short link: <http://tinyurl.com/bvq84nm>



link(direct): http://sphotos-b.ak.fbcdn.net/hphotos-ak-ash3/27921_10151145339726906_838535191_n.jpg

short link: <http://preview.tinyurl.com/cmbeowa>

album(facebook): <http://www.facebook.com/media/set/?set=oa.175687449241000&type=1>

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

說明(description)

1. 我想要尋找，在ST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ST的皮，他依然是好玩的遊戲。(Under the background of Star Trek, I want to find the feature which makes a star-shooting game fun.)
2. 開發人員募集中(Recruiting for developers) :
 - a. (急需) 素材尋找人員(media/resource finders) : 目前使用的圖片及音效都是從網路上抓來的，因此希望能透過大家的力量找尋適當的素材。(Because the textures and audios using now are taken through internet, I wish we can find proper media/resources.)
 - b. (急需) 平面美術人員(2D artists) : 目前的介面都是我隨便刻的，為了符合Star Trek的風格，希望能有美術人員能夠進來幫忙。(GUI are made by me. And in order to fit the style of Star Trek, 2D artist is needed.)
3. 本版陸續加入各項功能，包含感測器及脈衝引擎，下一版會在新增關卡，並新增攻擊模式，傳送器，及能源調配模組。(The functions added in this version are sensors and impulse engine. The next version will focus on new levels, transporter, and energy manipulator module.)
4. 本版本開發工時(the working hours of this version):
自 20121204 至 20121214 共 88 小時 (88 hours from 20121204 to 20121214)

主要更新內容(main update)

1. 臭蟲(bug)

- a. 修正 光炮中途擊中其它物件的傷害判定 (Fix an error that when phaser fired, it might hit something else in the middle.)
- b. 修正 當有引擎發動的時候外力不可作用 (Fix an error force can't function when engine is powered.)

2. 新功能(new)

- a. 新增關卡: 星雲偷襲戰 (Add a new level: Through the Nebula.)
- b. 新增關卡: 護送船隻追擊戰 (Add a new level: Protected the Trade Line.)
- c. 新增關卡: 垃圾場埋伏戰 (Add a new level: Ambush in Trash.)
- d. 新增單位: 羅慕倫戰鳥 (Add a new vessel: Rumulan Warbird.)
- e. 新增單位: 聯邦穿梭艇 (Add a new vessel: Federation Shuttle.)
- f. 新增單位: 醫療船平安號 (Add a new vessel: Hospital ship Consolation.)
- g. 新增單位: 克林貢猛禽 (Add a new vessel: Klingon Bird of Prey.)
- h. 新增武器: 裂解光束 (Add a new weapon: Disruptor Array.)
- i. 新增武器: 裂解砲 (Add a new weapon: Disruptor Cannon.)
- j. 新增 會影響感測器的星雲 (Add a Nebula will affect the sensor of the ship.)
- k. 新增 部件選擇的精準打擊功能 (Add a new feature of precisely attack.)
- l. 新增 攝影機與感測部件連動的功能 (Add a new feature of the linking between the sensor and the camera.)
- m. 新增 脈衝引擎部件與速度連動的功能 (Add a new feature of the linking between the impulse engine and the speed.)
- n. 新增 使用滾輪切換ControlPanel的功能 (Add a new feature to scroll the control panel.)
- o. 新增 提示功能 (Add a new feature of note message.)
- p. 新增 引擎壞掉冒煙的特效 (Add a new effect which generate smoke when engine is down.)
- q. 新增 顯示冷卻結束的特效 (Add a new effect which notify the reload is completed.)
- r. 新增 顯示可攻擊範圍的特效 (Add a new effect which show the weapon range.)
- s. 新增 任務目標按鈕 (Add the button of level objective.)
- t. 新增 廣告頁面 (Add a new page for advertisement.)
- u. 新增 版號顯示 (Add a new feature to display version.)
- v. 新增 有武器時不會持續靠近敵人的AI種類 (Add a kind of AI which will not too close to enemy when own weapons.)
- w. 新增 會閃避或攻擊障礙物的AI種類 (Add a kind of AI which will evasive or attack obstacles.)
- x. 新增 會將防護罩面對敵人的AI種類 (Add a kind of AI which will face shield to enemy.)
- y. 新增 會使用各種武器的AI種類 (Add a kind of AI which will use all kinds of weapons.)

3. 調整(modify)

- a. 調整 控制面版到視窗底部 (Modify positions of the control panels to the bottom of the window.)
- b. 更換 關卡場景 (Replace the scene of the level.)
- c. 調整 武器推動的基本量 (Modify the base push effect distance.)

- d. 調整 把光炮的噴發時間減短 (Reduce the spread time of phaser.)
- e. 音效檔案全數改用ogg檔案格式 (Replace all audio files to .ogg format.)

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-8eVNkMHU3Njl1QUU>
short link: <http://tinyurl.com/d9a87kq>
3. 下載壓縮檔(download from Facebook Group to local): http://www.facebook.com/download/300974906681154/KobayashiMaruCommander_BIN_v0_6.zip
short link: <http://tinyurl.com/bwpjt36>
4. 釋出說明(release note): https://docs.google.com/document/d/1Zyr8OL4v3zuVUwfuVgUhTuYAN_I8ZFIwVSMShbMj7Nw/edit
short link: <http://tinyurl.com/cor6r8l>

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，鈐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/>)"。