

# Kobayashi Maru Commander 小林丸指揮官 v1.0

釋出版本(release version): v1.0

軟體版本(software revision): r1037

釋出日期(release date): 20130215

[Kobayashi Maru Commander 小林丸指揮官 v1.0](#)

[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\(how to play\)](#)

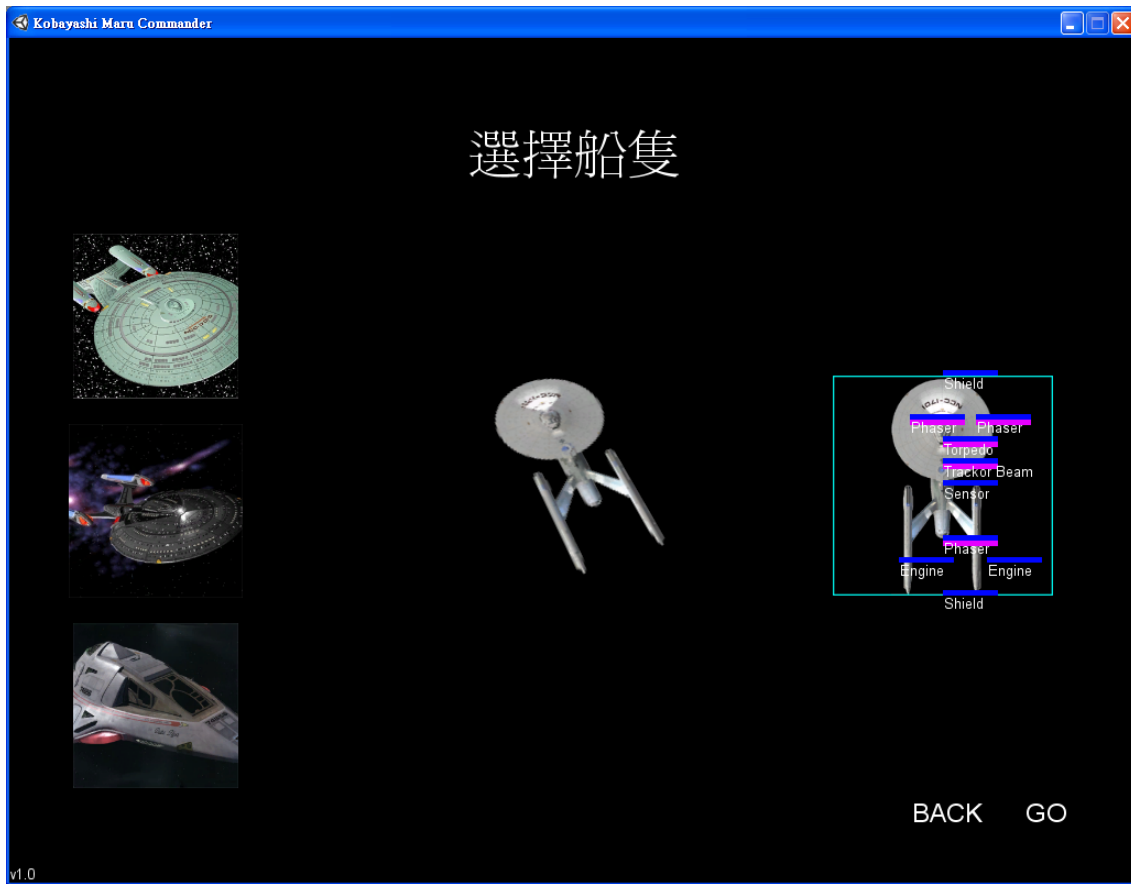
[聯絡方式\(contact\)](#)

[作者背景\(author\)](#)

## 最新消息( what's new )

# 畫面截圖(screenshot)

選擇主角船艦



link(direct): [http://sphotos-c.ak.fbcdn.net/hphotos-ak-prn1/488143\\_10151256563616906\\_704593153\\_n.jpg](http://sphotos-c.ak.fbcdn.net/hphotos-ak-prn1/488143_10151256563616906_704593153_n.jpg)

short link: <http://tinyurl.com/chy9479>

挑戰1關卡



link(direct): [http://sphotos-e.ak.fbcdn.net/hphotos-ak-ash3/521462\\_10151256563666906\\_994520238\\_n.jpg](http://sphotos-e.ak.fbcdn.net/hphotos-ak-ash3/521462_10151256563666906_994520238_n.jpg)

short link: <http://tinyurl.com/bv3rye4>

album(facebook): <http://www.facebook.com/media/set/?set=oa.206499882826423&type=1>

short link: <http://tinyurl.com/cxx53ep>

## 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. 本次發布已經是本專案最後一個版本，之後僅會有小幅度的更動，感謝各位的支持。( This release is the last version of the project, and it will only have minor patch, thank you for supporting. )
3. 本版本開發工時( the working hours of this version ):
4. 自 20130109 至 20130215 共 148 小時( 148 hours from 20130109 to 20130215 )

# 主要更新內容(main update)

## 1. 臭蟲(bug)

- a. 修正 滑鼠移動點選目標先出現才移動的錯誤。( Fix an error that GUI show before move when move unit with mouse click. )

## 2. 新功能(new)

- a. 新增 挑戰關卡1。( Add a new challenge level. )
- b. 新增 伯格方塊，羅慕倫納拉達號，羅慕倫彎刀號，D型企業號。( Add units of Borg Cube, Romulan Narada, Romulan Scimitar, and Enterprise-D. )
- c. 新增 外星船艦以及納拉達號使用的魚雷武器。( Add torpedo for alien ships and torpedo for Romulan Narada. )
- d. 新增 標題頁面。( Add a title page. )
- e. 新增 選擇模式頁面。( Add a page of selecting modes. )
- f. 新增 主角船艦選擇頁面。( Add a page of selecting ships. )
- g. 新增 戰場特寫功能。( Add a feature of battle event preview. )
- h. 新增 多國語言切換功能。( Add a feature of multi-language. )
- i. 新增 擊中部件時的傷害特效。( Add a damage effect when component is hit. )

## 3. 調整(modify)

- a. 修改 光炮武器的攻擊檢查為間斷式。( Modify the damage of the phaser to be period. )
- b. 修改 牽引光束結束後拖曳的效果還會持續一段時間。( The effect of tractor beam will continue a while after turn off. )
- c. 修改 光雷武器會有若干程度的追蹤。( Modify to add a tracking ability of torpedo weapon. )
- d. 修改 小地圖會針對目前的感測距離作縮放。( The minimap will resize according to the sensor power. )
- e. 修改 船艦撞擊的時候產生反向力量使其離開。( It will generate opposite force when units are collided. )
- f. 修改 毒蛇艇AI會避開友軍。( Colony Vipers will evade from their allies. )
- g. 修改 第九關的事件，讓銀河號被摧毀時AI及事件運作正常。( Modify the AI and the event of story level #9 to function correctly when BattleStar Galactica is destroyed. )
- h. 修改 部位選取與3D點選區隔離。( Isolate the selectio of 3D units and GUI of components. )
- i. 修改 攻擊的命中率參數。( Modify the accuracy of weapons. )
- j. 修改 out of range 的中文翻譯改為在範圍外。( Change the translation of "out of range" in Traditional Chinese. )
- k. 修改 飛行中的光雷只有飛出螢幕外才強制消失。( Destroy torpedo only when it is out of screen. )
- l. 修改 把防護罩的碰撞不列入船身碰撞。( Make the colliding with shields not part of collide with units. )
- m. 修改 關卡失敗時也顯示戰場結算畫面。( When the level is failed, it will also show battle score. )
- n. 修改 縮短光雷的距離。( Shorten the distance of torpedo weapons. )

## 如何遊玩(how to play)

1. 網頁遊玩[瀏覽器需安裝Unity web player]
2. ( playing at web , installing Unity web player on your browser is required. ):
3. <http://kobayashi.gadgetapp.net>
4. 下載壓縮檔( download from Google Doc to local ):  
<https://docs.google.com/file/d/0Bzo5ZsuJOW-8SktPdldRNUVpYkE/edit?usp=sharing>
5. short link: <http://tinyurl.com/cg9escx>
6. 下載壓縮檔( download from Facebook Group to local ):  
[http://www.facebook.com/download/430508373693782/KobayashiMaruCommander\\_BIN\\_v1\\_0.zip](http://www.facebook.com/download/430508373693782/KobayashiMaruCommander_BIN_v1_0.zip)
7. short link: <http://tinyurl.com/c86eyms>
8. 釋出說明( release note  
): <https://docs.google.com/document/d/1wNbDeUX6OnPyddRIgqDUtie107G4Ke6YDdD9WOhaPwM/edit?usp=sharing>
9. short link: <http://tinyurl.com/d45lhx5>

## 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，鈹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/> )"。