1/12 会议记录

2017年1月12日　　16:29

目前任务：

1.确定游戏主题和策划

2.学习Unity 3D的基础知识

初期工作：

美工：

初期的场景及人物模型demo

【华工平面图】

http://wenku.baidu.com/link?url=pvDTe75thFC3wvvFMAZW7XTbkaaZvF0s1gt2VkWwkAUIdimilhnk5CaG1teagC63vVoaCbXvo1zhgP1L2dt2IZE2Oc_SydLFRCL51m59zjK

编程：

熟悉C#编程

C# 快速入门

http://m.blog.csdn.net/article/details?id=7603346&from=message&isappinstalled=1

音效：

熟悉相关制作软件

参考：

参考用书：Unity 5 权威

https://pan.baidu.com

开发引擎：Unity 3D 5.0

Github仓库会由我稍后

集中开发期暂定于:1.28

DDL：

- [ ] By 10-Feb-2017: Submit
- [ ] 3 weeks after Project Sub

Year (TBA)

Staff	Alias	Github username	Unavailable Period	Re
Art Designer	@Aleon	FutakiLin	NaN	制
	@ZCcee		-1.21 1.27-1.30	同

讲解（随书资源下载链接为：
m/s/1c1IxEBu）

创建然后邀请你们

-2.7

Mid-Term Report (by email)
omission and Group Presentation: Lunar New

esponsibility
制作游戏模型及UI等
制上

Unity 5 权威讲解全书目录

录：

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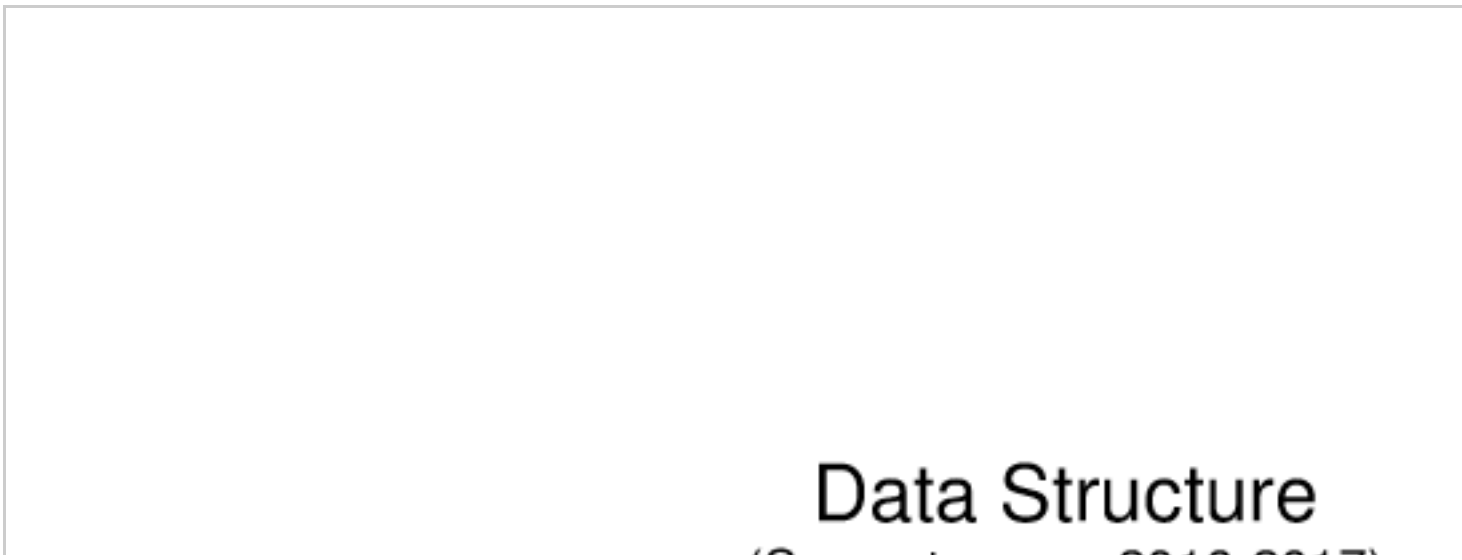
的游戏

许可
Unity

开发顺序

Programming	@Ciaran	Ciaranshu	1.14-1.24 & 2.8-2.13	制
	@Angel	linanqi	1.14-1.28	制
	@华工教务		18-20	游 中
	@谢欣言			制
Sound Effect	@Arthur		1.24-2.1	音

Project



制作子弹发射效果（第5章）
制作敌对角色（第6章）
游戏管理器，动态障碍物，道具逻辑等（第8章）和中期报告
制作主人公角色（第4章）
特效设计

开发顺序

图

号
资源商店
资源

物理的着色
—使用法线贴图

法

设置选项

(Semester one, 2016-2017)

Group Project

Prepared by
Date

The purpose is to enable the student to solve complex pro
technique learnt in data structure course.

Group

A group should contain FOUR students. One member should b
Leader.

Grading

Report	**20%**
Program	**50%**
Design	20%
Correctness	10%
Apply data structure appropriately	20%
Presentation	**15%**
Creativity	**15%**

Report

Two reports should be submitted: Mid-Term Report and Final R

i) **Mid-Term Report**
The mid-term report should describe the preliminary design o
following aspects:

- **Introduction and Objectives**
  Introduce the project you select and describe its objectives
- **Requirements and Functionality**
  State the requirements and the functions clearly. You shoul
  assumptions
- **Logic Flow (Preliminary version)**
  Use the flow chart (more preferable) or pseudo-code to expre
  main parts of your problem.
- **Relation between Data Structure**

y Dr. Patrick Chan
: December, 2016

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迹：Trail Renderer

并设置爆炸威力

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State how you apply the technique of data structure

- **Plan and Schedule**
  The detail plan and schedule on how to complete the your proj

ii) **Final Report**
Refer to "ReportRequirement.pdf".

Program

Remember to follow good programming techniques:
- Reduce the program complexity
- Meaningful variable names
- Use comments in your program as documentation
- Document each program (e.g. write down the objective a function)

Presentation

Each group will be allocated 10 minutes for oral presentatio group member should involve in the presentation.

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: Muzzle Flash

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碰撞感知
动画角色的骨骼结构
: Tag
: Delegate、Event
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n组件
ion属性

Submission

The following material should be submitted:

i) **Mid-Term Report**
   1. A report in WORD / PDF format should be s
   (patrickchan@scut.edu.cn). The subject title of the em
   Group Course (Group XX) : Mid-Term Report". XX i
   and will be informed you later.

ii) **Final Submission**
   1. A ZIP file which contains a softcopy of the report in
   program codes and presentation slides in POWERPOIN
   sent to Dr. Chan (patrickchan@scut.edu.cn). The subjec
   should be "**DS Group Course (Group XX) : Final Subm**
   group number and will be informed you later.
   2. A hardcopy of the report before the presentation.

If you submit the work after the deadline you will incur a dedu
full mark for each day of delay.

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WORD format, all
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2

Important Dates

By 25-Dec-2016	Submit the selected topic and a group following information - Name - Student ID - Mobile Number - Email
By 10-Feb-2017	Submit Mid-Term Report (by email)
3 weeks after Lunar New Year (TBA)	Project Submission and Group Present

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游戏
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Data Structure – Group Project

Project Topics: Select one of them as your project topic. A
allowed after discussing with me.

1. Ecosphere (Closed Ecosystem)

Simulate a miniature world. In this miniature world, there are many di
existence of species is affected by two factors: its preys and predator
spend its energy to chase the prey (cost of prey). After predators hurt
life of the preys becomes zero, it can eat the preys and gain their ener
they have enough energy, they will reproduce next generation after
they have no energy, they will die. The animals/plants will also die
The program allows users to set the initial number of species and sho
is required.

Minimum Requirements:

The following species have been included:

- **Grass**
  - Characteristic: Grow in
- **Cow**
  - Characterist

ny modification is

fferent species. The
s. Predators need to
preys and make the
gy (gain of prey). If
a period of time. If
if they are too old.
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anywhere
    - Predator: Cow
    - Prey: No
    - Cost of be preyed: Little
    - Gain after being preyed: Small
    - Life-span: Short
    - Parameter: growth time

running fast
    - Predator: Ti
    - Prey: Grass
    - Prey ability:
    - Cost of be p
    - Gain after b
    - Life-span: L
    - Parameter: i

- **Tiger**
    - Characteristic: Strong and running very fast
    - Predator: /
    - Prey: Cow
    - Prey ability: High
    - Cost of be preyed: Large
    - Gain after being preyed: Medium
    - Life-span: Long
    - Parameter: initial number

GUI is required. Your program should represent the number of eac
dots in each period of time.

Extension Ideas

- Add more different species, e.g. dog, human, sheep…
- Add the environmental factor, e.g. sun shine, raining…
- Enhance the GUI by adding animation

Data Structure – Group Project

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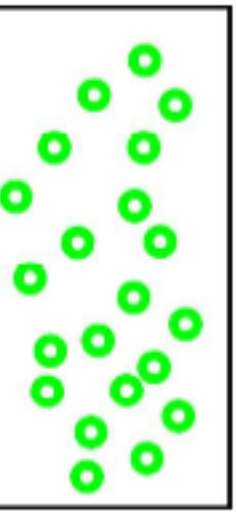


ch species by using

2. Tomb Raider

Create a Tomb Raider game. Egypt Tomb has a lot of treasures. On
into the tomb and wants to get the treasures. However, the tomb is
treasures are containing in a chamber. The raider needs to find out the
the tomb safely. Enemies and traps are waiting for him. Fortunately,
equipment that can help him.

Minimum Requirements:

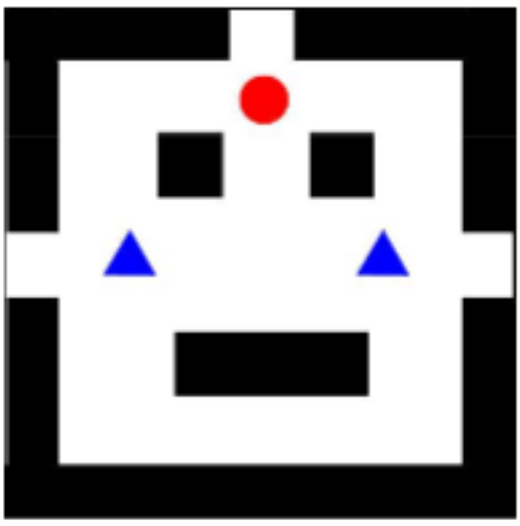
The Raider has a life bar. It is 100% originally and the Raider will
The raider has gun with limited bullets and food which can recover

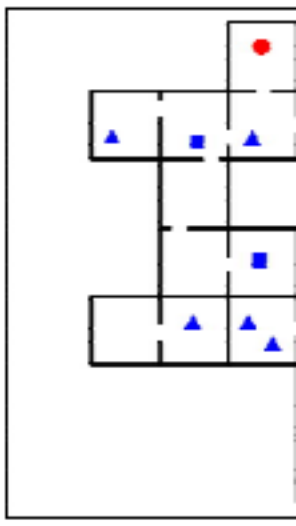
The following enemies should be included: Pharaoh, Guard and M
different abilities and powers. One kind of trap should be include
the raider move slowly in a particular period of time.

You should keep track the status of all enemies. Such as, if a mu
chamber, it should not appear again when the raider gets back to th

The number of each enemy should be adjusted by users. The nu
should not be smaller than 20.

GUI is required. The GUI of your program should at least have the





e day, a raider gets
like a maze and the
treasures and leave
the raider has some

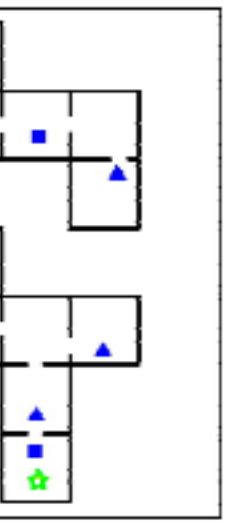
die if it becomes 0.
r his life bar.

Mummy. They have
ed and it will make

ummy is killed in a
hat chamber later.

umber of chambers

following quality:



Extension Ideas

- Add more different equipments, enemies and traps
- Increase the complexity of the maze, e.g. three or more dimens
- Enhance the GUI by adding animation

3. SCUT Student Daily Life

Simulate the daily life of all SCUT students in South Campus. By usi
of SCUT South Campus provided by Google, you can create a virtua
define and name each building. Paths should be created between buil
that there may be more than one path between two buildings. E.g. ther
ways to go from B2 to A2. Each path should have a capacity, length
staircase or slope). You can simulate the daily life by using the info
size of the class and the time-table. For example, students on differe
lessons at a particular time and will go to canteen during the lunch and

Minimum Requirements:

The following buildings should be created in virtual map:

ions, door and key

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and difficulty (e.g.
ormation of classes:
ent class will attend
l dinner times.

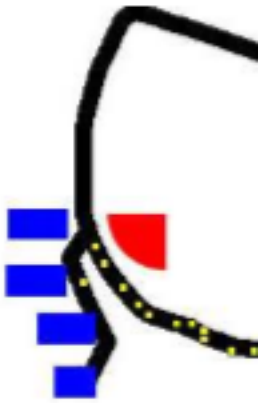
The following buildings should be created in virtual map:

- All A buildings
- All C buildings
- All Student Canteens

The major paths between them should be created

Students in at least 5 different classes should be simulated. Stude
should have the same schedule. He/she should go to a particular
time. You can assume all students are very logical. They will pic
the minimum travel time when choices are available. You can also
randomly for students to live.

GUI is required. The GUI of your program should at least have the



Extension Ideas

- Consider more building or in more detail level, e.g. each floor,
- Consider different types of persons, e.g. research students and
- Simulate the activities in leisure time
- Improve the quality of GUI
- Monitor a particular student daily life

nt in the same class
r place at particular
ck up the path with
o assign C buildings

e following quality.

each class room
teachers

4. Flight Ticket Booking System

Write a flight ticket booking system.

Minimum Requirements:

Booking system is a well defined problem. You should check
system by yourself to get the user requirements in detail.

The following functions should be contained:

- Reserve the ticket
- Cancel/Confirm Reservation
- Book the ticket
- Change / Cancel Booking
- Waiting List
- List all passengers / Search passenger
- Show / Search flight schedule

The following features should be supported:

- Support different types of seats (First Class, Business and Eco
- Seating plan should be provided for users to select the seats. D
  have different seating plan. You should have at least 3 types o
- Frequent Flyer Program. Passengers have different priorities.

GUI is preferable.

Extension Ideas

- Additional services should be reasonable and suitable for the u

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Data Structure – Group Project

5. Student Score System

Write a student score system.

Minimum Requirements:

Student score system a well defined problem. You should check
system by yourself to get the user requirements in detail.

Them are two types of users: teachers and students. Each user shou

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uld login to the

There are two types of users: teachers and students. Each user shou
system.

- Teachers
    - Insert / Modify / Delete / Search a subject
    - Input / Modify / Delete / Search a score of a student for
    - Enquiry the result of a student / subject
- Students
    - Enquiry his/her the result of a subject
    - Calculate the GPA
    - Select subjects for next semester

The saved data should be stored in a text file

GUI is preferable.

Extension Ideas

- Additional services should be reasonable and suitable for the u

nd login to the

a subject

sers

6. Library System

Write a system for a Library.

Minimum Requirements:

Library system is a well defined problem. You should check
system by yourself to get the user requirements in detail.

The following functions should be contained:

- Insert / Modify / Delete / Search a book
- Insert / Modify Delete / Search a borrower
- Borrow / Reserve / Return a book
- Search a book
- Search a borrowing record

The following features should be supported:

- Support different types of seats (First Class, Business and Eco
- Seating plan should be provided for users to select the seats. D
  have different seating plan. You should have at least 3 types o
- Frequent Flyer Program. Passengers have different priorities.

The saved data should be stored in a text file

GUI is preferable.

Extension Ideas

- Additional services should be reasonable and suitable for the u

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Data Structure – Group Project