

ABSTRACT

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In recent years, the Chinese game industry has obtained the considerable development, the great value of the game from the market has been fully endorsed by the government departments and the social from all walks of life, the relevant departments of the state in terms of policy or capital have given the Chinese game industry support. Because of computer hardware performance is more and more strong, the network transmission speed faster and faster, the client network game can realize the real-time interaction and game player between the increasingly mature, such as the legend of Mir, world of warcraft. In recent years, greatly enhance the hardware performance of mobile phone; mobile phone is gradually towards the development of micro PC machine. The increasing popularity of the Internet and mobile phone 3G, and future 4G network, based on the client for mobile phone network game the way road.

At present, the intelligent mobile phone as a new business and entertainment tool, the additional function more and more, and the intelligent mobile phone multimedia applications (such as mobile phone games) as one of the main functions of the intelligent mobile phone, because of its easy to carry, not affected by time, geographical restrictions, many respected users and the rapid rise, mobile phone games have become the fastest growing part of the video game industry.

This topic is the actual project comes from practice the company: Battle of Ocean (early version name for the sea roar), a client network game developed by Unity3D, is mainly for the growing mobile phone game player. The game in World War II naval war as the theme, tells the story of captain in command of their fleet, the story of the world. Game player install game client on the mobile phone, and then play game by network.

The client program is developed in this project, in accordance with the client group (main program) arrangement, work, I participated in the task system communication protocol development work, and is independent of the completion of the development of the bag system, map system, and display project in CJ Exhibition (China international digital entertainment products and Technology Exhibition China Joy,), participated in the game dance, upgrading work.

The project used widespread support, more standardized and easy to use C# language to develop the hardware, but the current domestic use Unity3D game

development is not yet mature, this paper will describe in detail the development process problems and solutions, to the real cases of reality in commercial development. I hope that this paper can make a summary based on the better for graduate studies, make a point of reference for the use of Unity3D game business developer.

KEYWORDS: Unity3D; EZGUI; Client game; Game development; Mobile phone game;

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