

GAME DEVELOPMENT

CYBER KROMA

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Course : Game Development

Lecturer: Dr. Va Hongly

Presented by Group 34





TEAM MEMBERS

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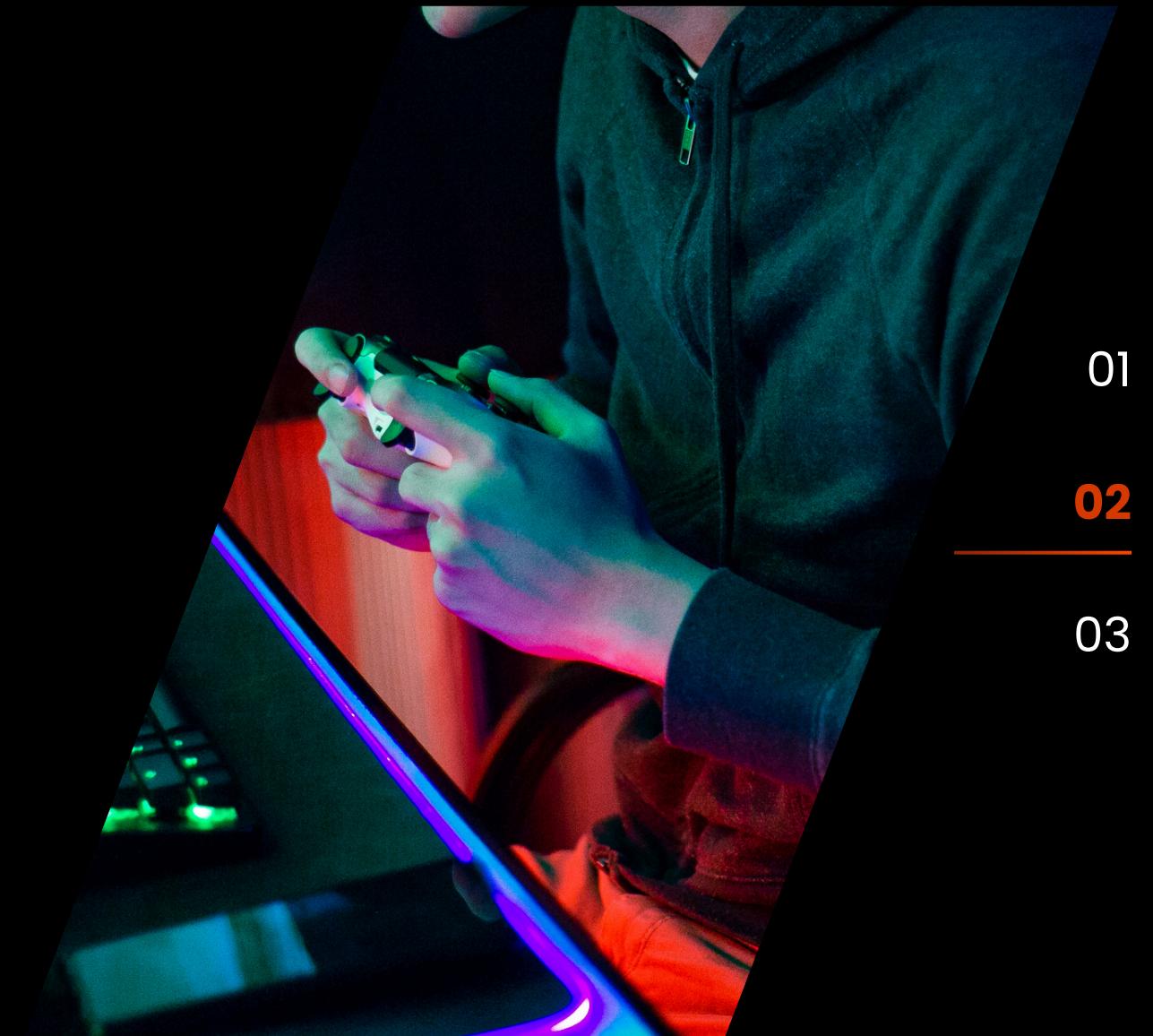
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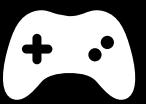




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GAME OVERVIEW

- **Title:** Cyber Kroma
- **Genre:** 3D Multiplayer First-Person Shooter (Co-op Survivor).
- **Target Audience:** Cambodian teenagers and students (Mobile users).
- **Players:** 1–4 Co-op
- **Platform:** Android (Mobile)

Goal :

1. Defend the Data Core
2. Survive 5 malware waves
3. Rescue the New User NPC





STORY AND SETTING



- **Setting:** Khmer Digital Network (Cyber Phnom Penh)
- **Theme:** Cybersecurity & digital literacy
- **Story:**
 1. Dark Data attacks Cambodia's internet
 2. Players are Cyber Kroma agents
 3. Mission: protect users & stop scams
 4. Connect story to real online dangers

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GAME MECHANICS



Game Controls & Logic

Controls (Mobile):

- Virtual Joystick → Movement
- Swipe → Aim
- Buttons → Shoot / Skill / Interact

Classes: Firewall, Debugger, Scanner

Skills: 2FA Shield, Scanner Vision



Game Controls & Logic

1. Main Menu → Lobby (LAN/IP)
2. Select Class & Customize
3. Combat Phase (2 min)
4. Shop Phase (30 sec)
5. Scam Alert (Education Popup)
6. End Screen & Score

Win / lose Condition



- Defeat Wave 5 Boss
- Data Core > 0%



- Data Core destroyed
- All players disconnected (HP = 0)





ART DIRECTION

Key Assets

- Cyber Phnom Penh environment
- Player agents & Data Core
- Enemies: Phisher, Ghost Account, DeepFake

UI

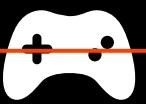
- Mobile-friendly buttons
- Khmer & English language
- Glitch effect when damaged

Audio

- Synthwave + Khmer instruments
- AI Khmer voice (NPC & alerts)
- Digital sound effects

Animation

- Player shooting & movement
- Enemy attack animations
- UI pop-up animations



CONCLUSION

Cyber Kroma: The Scam Hunter is a cooperative mobile FPS game that teaches players about online safety through gameplay. Players work together to defend the Data Core while fighting enemies that represent real-world digital scams. The project shows how games can combine fun and education to improve digital literacy.

Challenges

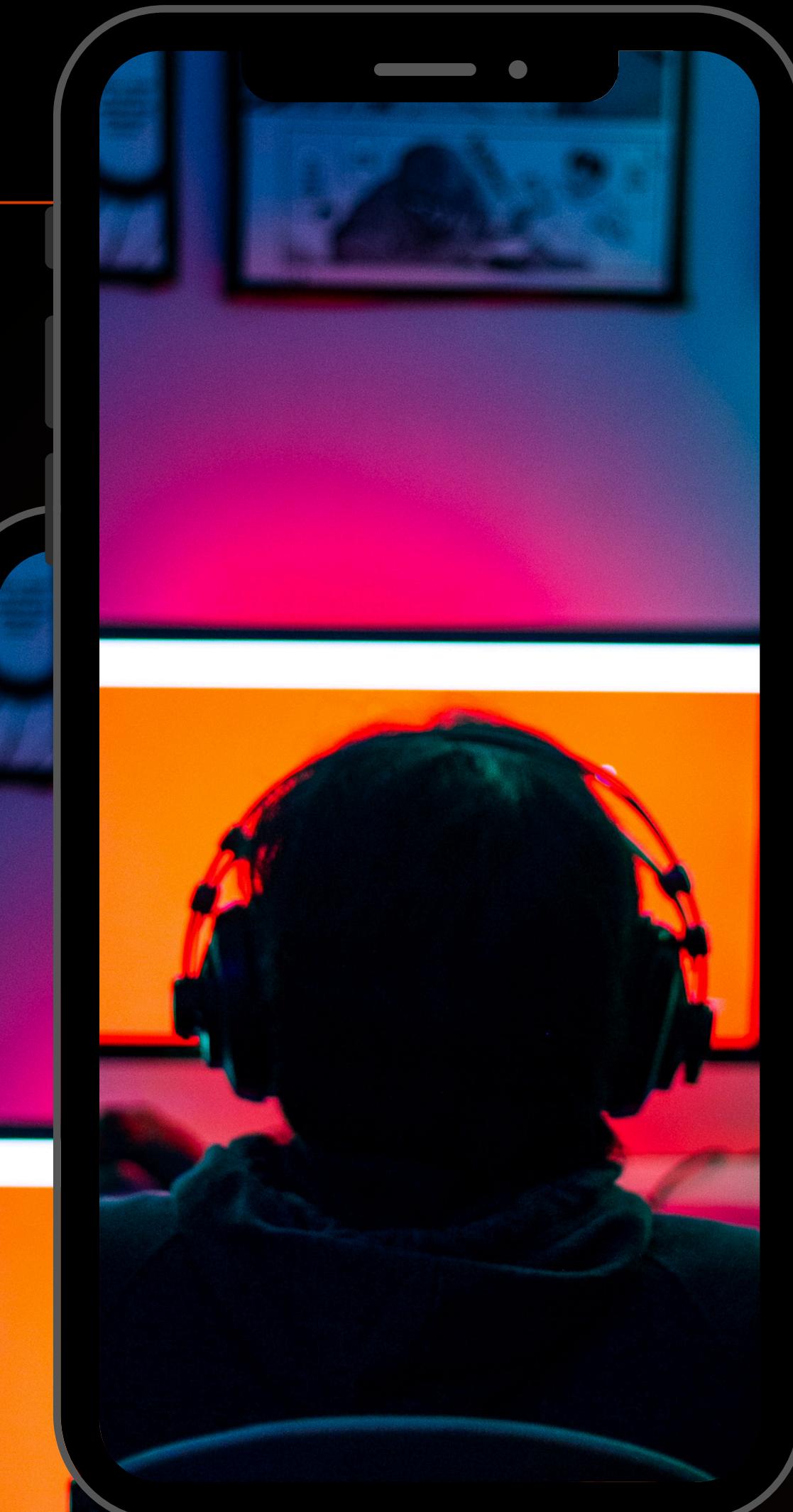
- Optimizing performance for mobile devices
- Implementing stable multiplayer synchronization
- Designing AI behavior within limited time
- Balancing gameplay and educational content

Limitations

- Limited development time (5 weeks)
- Simplified animations and visual effects
- Basic AI due to mobile hardware constraints
- Tested on a limited number of Android devices

LIVE DEMO

<https://drive.google.com/drive/folders/1TzDbPPhQ9YaG-GnYwAelqGCnRPnfjkTl?usp=sharing>



THANK YOU



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