

Applied Project and Minor Dissertation

Cover Slider

Project Title:	Swordsman Adventure
Degree Program:	Level-8
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Introduction

- This is a kind of Role-Playing Game
- Players manipulate game character to achieve a set of missions or experience a complete narrative on virtual world.
- Character can be manipulated to walk, attack and other actions that adapt to the game situation. Players can update their character by finishing main plot or challenging extra missions

Objectives

- Motion

Character has a set of action like walk, attack and sit.

- Level

Players update their character by finishing main plot or challenging extra missions

Objectives

- Interaction

Players manipulate character interact with system characters like talk, flight and other social interactions

- Appearance

Character has various looks with suit different equipment

Technologies

- Unity 3D

It is a [cross-platform game engine](#) developed by [Unity Technologies](#), which is primarily used to develop [video games](#) and [simulations](#) for [computers](#), [consoles](#) and [mobile devices](#). First announced only for [OS X](#), at Apple's [Worldwide Developers Conference](#) in 2005, it has since been extended to target 27 platforms.

- Why

Unity is an all purpose game engine that support 2D and 3D graphic, drag and drop functionality.

Programming languages contain C# and Unityscript.

It supports the low-level APIs Metal on IOS and macOS and [Vulkan](#) on Android, Linux and Windows.

Technologies

- Features

Allow importation of sprites and an advanced 2D world renderer.

Allow specification of texture compression and resolution settings for each platform that the game engine supports and provides support for bump mapping, reflection mapping and other functions.

- Services

There are multi-version to support developers work like Unity Ads , Unity Cloud Build and so on