**题目**

|  |  |  |  |
| --- | --- | --- | --- |
| 学 院 | 计算机学院 | | |
| 专 业：  姓 名：  指导老师： | 数字媒体技术 | | |
|  | 学 号：  职 称： |  |
|  |  |

中国·珠海

二○二一 年 五 月

**诚信承诺书**

**本人郑重承诺：**本人承诺呈交的毕业设计《XXXXXXXXXXXXXX》是在指导教师的指导下，独立开展研究取得的成果，文中引用他人的观点和材料，均在文后按顺序列出其参考文献，设计使用的数据真实可靠。

本人签名：

日期： 年 月 日

**中文题目**

**摘 要**

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX*（概括本次毕业设计作品的主要内容，设计过程，制作的技术要点，所遇到的困难及解决方法等，不少于200汉字。）*

**关键词：**XXXX；XXXX；XXXX；XXXX*（要求3～5个最能表达主要内容的词作为关键词，中间用分号隔开）*

**英文题目**

**Abstract**

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX. *（英文摘要不少于200个单词）*

**Keywords:**  XXXX；XXXX；XXXX；XXXX*（英文关键词）*

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# 1 前言

Rougelike游戏[[1]](#footnote-0)（参考《注释标注方法》）是一种让玩家沉浸在满足好奇心和好胜心的快感中的游戏，不断的通过获得新的道具，装备，技能等让玩家感受到即时的奖励反馈。通过道具技能配合，游戏性等因素，让玩家沉浸其中。

次世代美术流程往往与Rougelike游戏看似不相匹配，长制作周期、质量要求等让许多独立开发者望而却步。我们将讨论如何在次时代美术流程中，既增强游戏画面，又充实游戏美术内容的方法。通过探讨最快速的次世代模型制作流程，研究如何在可视化的shader编辑器中进行材质多样化制作，将制作门槛降低，提升制作效率。

…….。

1.1课题的目的及意义

Rougelike游戏是一种随机的艺术，是对人类好奇心的深入探究。玩家会希望不断获得新的道具以获得不同的游戏体验，面对不同的怪物，不断挑战，是目前独立游戏制作的主流。但rougelike类型游戏画面主要以像素画为主，因为三维开发成本过高，制作周期较长。但已经有游戏《雨中冒险2》（图1.1）在三维的rougelike游戏方面取得进展，证明了rougelike在三维世界中的可行性。………..



图1.1 三维下的rougelike游戏：《雨中冒险2》

1.2 国内外的发展概况及存在的问题

据报告《2019 Free Global Games Market Report》 [1] (《参考文献标注方法》) 显示，主机市场占比为全球游戏市场的32%，该数据证明了主机游戏在全球范围内发展情况良好，而根据伽马数据发布《2019中国游戏产业年度报告》[2]显示，主机游戏在全国游戏市场占比约为2.3%左右，2019年，中国单机游戏市场实际销售收入大幅上涨达到6.4亿元，同比增长341.4%。这组数据显示了我国主机市场的劣势，但也同时预示了中国单机市场的复兴。因此，我国主要的次时代游戏制作目前虽然大部分为对外输出，即外包形式，但在未来，由于单机市场的复兴，对于次时代游戏美术技术的需求会越来越多，玩家对于游戏画面的追求也会更进一步。………..

1.3课题应解决的主要问题

*（介绍本设计将要解决的主要难题，及解决方案或技术路线）*XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

**1.4可行性分析**

*（从作品的逻辑模型出发，探索若干种可供选择的系统实现方案，对其技术可行性、经济可行性、操作可行性等方面做出分析，得出最优化的解决方案。）*…….

1.4.1 技术可行性

*（分析目前可行的多种技术方案，比较分析各优缺点，说明选择其中某种技术方案的理由、优势。）*

1.4.2经济可行性

*（经济方面可行的论证分析）* XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

1.4.3 操作可行性

*（操作方面可行的论证分析）* XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

1.4.4 XXXXX可行性

*（其他方面可行的论证分析，如功能可行性等）*…….

1.4.5结论

*（具体要求参照角色设计）*XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

# 2游戏策划（或需求分析）

*（参照游戏策划文档的要求，从游戏定位、风格、故事背景及世界观、游戏元素、核心机制、UI设计等方面详细描述，并从性能、可靠性、可玩性和出错处理等等方面做出需求分析，并预测作品的发展前景。(站在用户的角度，要尽可能的详细和具体说明，把游戏策划和软件工程中学习的分析方法及需求分析软件都应用上)）*

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2.1 XXXXXXXX

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2.2 XXXXXXXX

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2.3 XXXXXXXX

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2.4 XXXXXXXX

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2.5 XXXXXXXX

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2.6 XXXXXXXX

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# 3总体设计

*（（可以包含数据库设计）寻找实现本设计的最佳解决方案，并从两方面对其进行设计：1、系统设计，确定系统的具体实现方案。2、结构设计，确定设计的软件结构。（站在项目经理的角度从整体上去分析设计整个作品的框架，及各个模块的框架结构设计。切忌与前面章节的内容重叠，软件工程课程中的设计方法及软件都可以应用上））*

3.1游戏整体框架设计

*（先介绍整体的架构设计模式，例如MVC架构设计，配上相应的架构设计图）*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

3.2 [\*](#_Toc7985488)\*\*\*系统（或模块）的架构设计（子模块）

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

3.3 [\*](#_Toc7985488)\*\*\*系统（或模块）的架构设计（子模块）

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

3.4 [\*](#_Toc7985488)\*\*\*系统（或模块）的架构设计（子模块）

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

3.5 数据库设计（或数据管理设计）

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

# 4详细设计与实现

*（确定应该怎样具体的实现所要求的系统，对设计做出精确描述，设计出程序的“蓝图”，从逻辑上实现每个模块的功能。（站在程序员的角度，针对每一个功能详细说明实现的技术、方法和步骤，但一定要记住不能出现大段大段的代码，如实在很精彩就在说明中穿插一两句语句或函数名来描述。）介绍完实现步骤之后可以放有代表性的效果图，但不能过多。）*

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4.1 XXXXXXXX

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4.2 XXXXXXXX

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4.3 XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

4.4 XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

4.5 XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

4.6 XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX……

# 5测试

*（对作品使用的测试方法、测试步骤及测试结果进行详细描述，最后要有一个测试结论。（如要放软件或作品的显示效果图片，应该放在该章节，而不是前面的章节））*

[5.1 测试思路与方法](#_Toc7985510)

*（在不同的测试阶段分别采用了什么测试方法，比如黑盒测试、白盒测试、压力测试等）*

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[5.2测试过程](#_Toc7985511)

[XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….](#_Toc7985511)

[5.3 测试中的问题及解决方案](#_Toc7985511)

[XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….](#_Toc7985511)

[5.4 测试结论](#_Toc7985511)

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

# 6总结

*（结论概括设计的情况和价值，分析其优点和特色、有何创新、性能达到何水平，并应指出其中存在的问题和今后改进的方向。）*

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# 参考文献

*（在毕业设计（论文）末列出在正文中参考或引用过的专著、论文及其他资料，所列参考文献应按文中参考或引用的先后顺序排列。不少于10篇）*

[1] 中美音乐类游戏市场：App Store上架App共3160款 中国占比61%［EB/OL］．

https://www.gameres.com/820660.html, 2018-09-04

[2]游戏美术在手机游戏界面中的研究 [J] . 邵兵,梁皓. 电脑迷. 2017(06)

[3]CG绘画在游戏美术设计中的运用 [J]. 李茂洋. 大众文艺. 2017(09)

……

# 谢 辞

*（简述自己做毕业设计（论文）的体会，并应对指导教师和协助完成设计（论文）的有关人员表示谢意。）*

为时一个学期的毕业设计即将结束了，这也意味者我在北京理工大学珠海学院的大学生涯也即将结束。在毕业设计这段时间里，我得到了很大的自身提高，其中包含了对汽车系统知识的理解、还有对有关这方面书籍的认识等等，这些都得益于老师和同学的大力帮助，…….

# 附 录

*（可选项，对于一些不宜放在正文中，但有参考价值的内容，可编入附录中。例如，公式的推演、编写的算法、语言程序、设计图纸等。）*

1. Roguelike是欧美国家对一类游戏的统称，是角色扮演游戏（RPG）的一个子类（Roguelike-RPG） [↑](#footnote-ref-0)