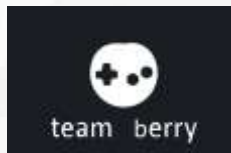


2023

# SILK SONG

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1

# **Game Overview**

Game name: Silk Song



(It's a poster from team cherry)

### Brief Introduction

Play as young Hornet in the underground world, defeat enemies along the way, become a strong fighter in Hollow Nest.

### Target of the Game

Kill the final Boss and get out from the underworld.

Lose game when you die, but you will respawn in the last chair. :)

### Plot

The story before *Hollow Knight*.

Hornet have fallen into a dangerous place.

## Game Control



A/D: Move



J: Attack



L: Dash



U: Heal



K: Jump



W+J: Upward  
attack



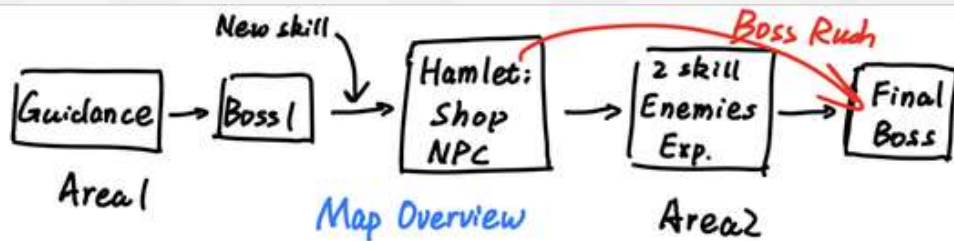
S+J (in air):  
Downward thrust

## Early UI Design



## Other Sketches:

### Map Overview:

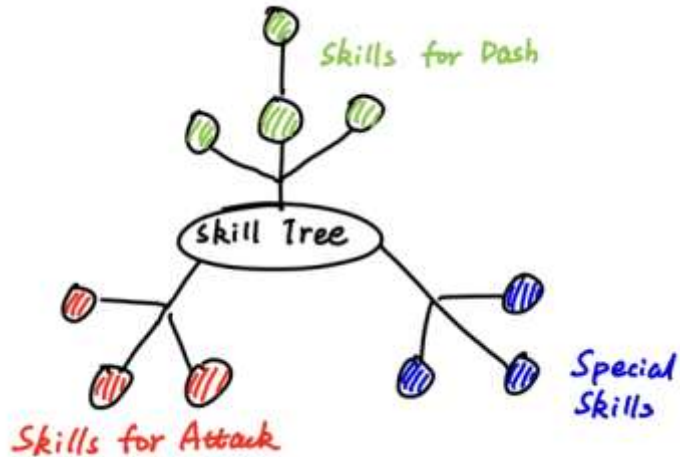


#### Area 1.



## Achievements and Upgrades

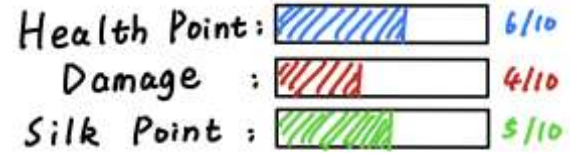
### Skill Tree



Use loot to learn  
new skills!



### Build System



When you level up,  
you can make  
yourself stronger.



We have completed some of them!



Some Enemies:



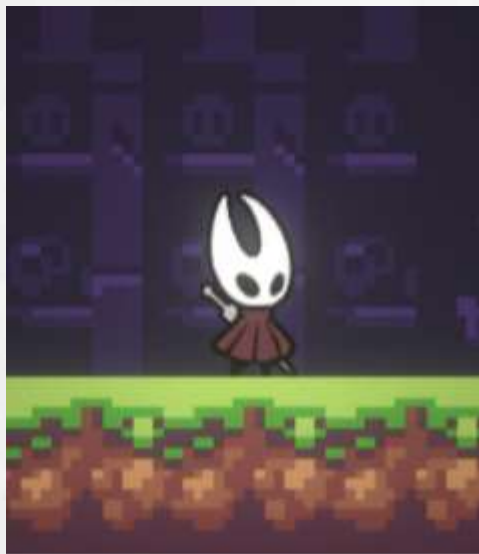
**More enemies in the  
upcoming version!**



2

**Innovative Idea**

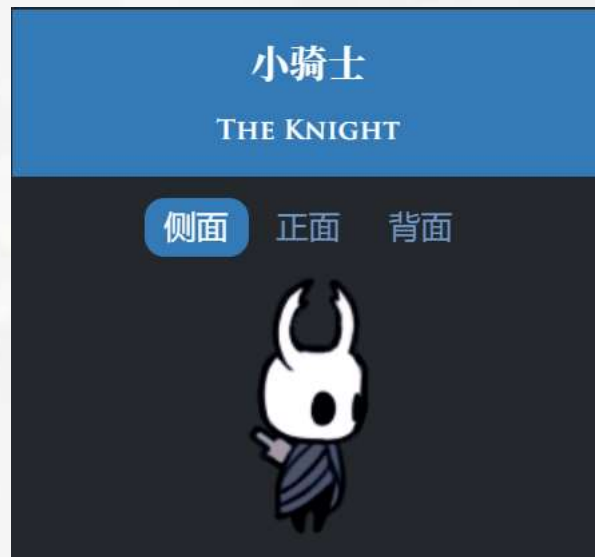
## Our Story



Hornet (大黄蜂)  
aka

"The young sister" (小姐姐)

## His Story



The Knight

He is NOT in our Game

- Before ->

# A role playing Game

## Train a Boss ? Yes !



**As a Boss , she needs to be :**

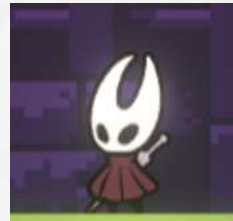
**(SSS)**

**S**trong

**S**killful

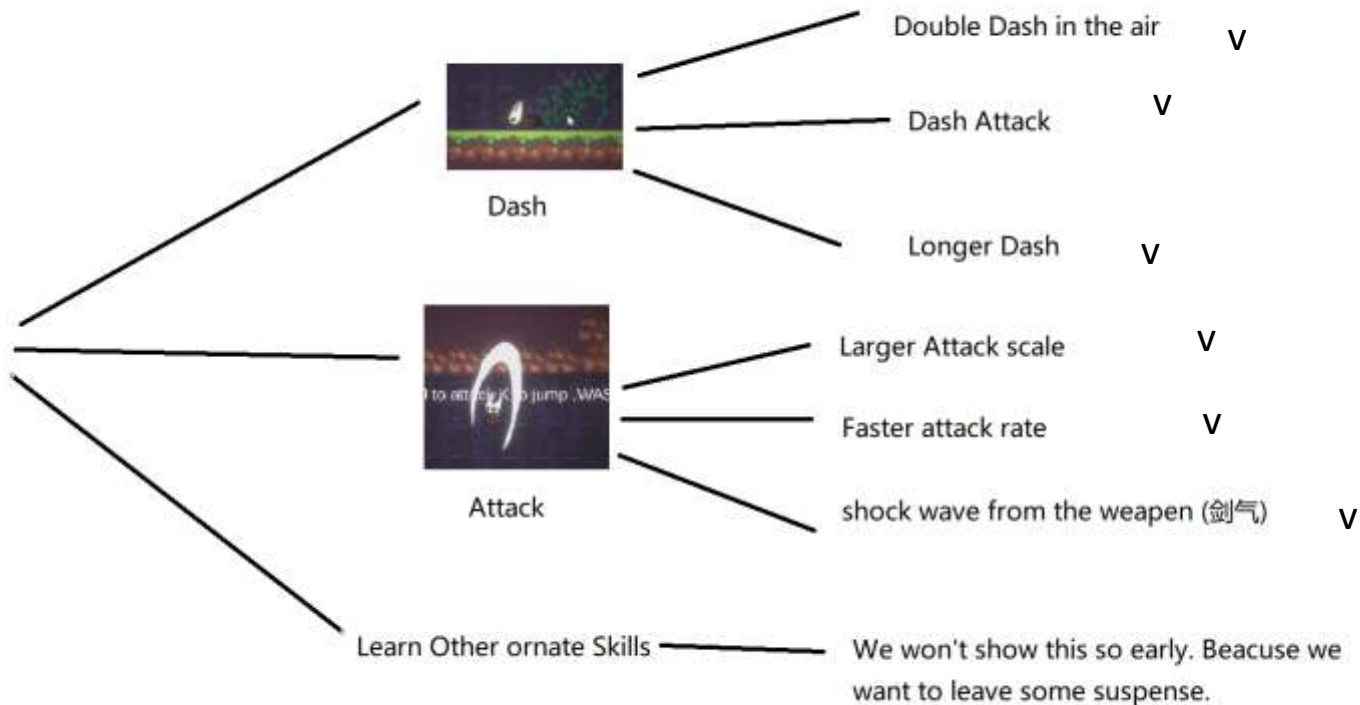
**S**mart

**Players act as**



# Have enough money ?

## Lighten up your skill tree!



# Level up ?

## Making decisions !



HP

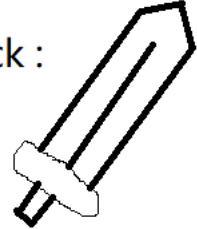


SP



EXP

Attack :





**Get Ready ?**  
**Go for your first challenge !**





3

**For**  
**What?Only**  
**Fun!**



What's this ?

You may say : Hey, I Know  
<<Hollow Knight>>



# Yeah, you are Right !

These are what Hollow Knight have!

I mean tons of things!



A chair  
you can sit !

open world ! (Mistaken)

You can:

Heal!

Equip!



Strong BOSS battle

Be Careful with your  
each **MOVE** !

You can :

**Challenge !**  
**!**

**Enjoy**  
**Replay !**



# Enjoy Classic Metroidvania game ?

银河恶魔城

You can finish the game with you **only weapon** and your **skills** to improve your masterpieces!

From the **Beginning** to the **End!**

But I would say: that's  
Not enough!

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# What is our game?



✓



x

# Play With RPG

- Boss too strong ? And you are so Vegetable?

try to level up!

LV 999 !!!

Life : 999

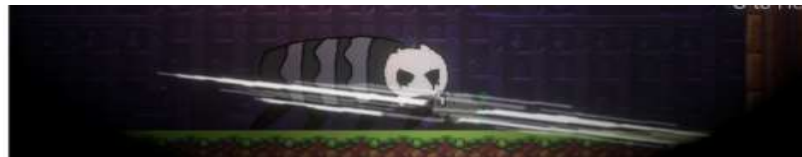
Atk : 100000000

You



## Who is the Boss now!

LV 10



# Play With RPG

- Attack too simple ?

try to level up!



Mutiple **Skills** and **new Abilities** can be bought by the **SP**

**Explore**  
探索



X times Jump?  
Double times dash ?  
Not enough !



**Battle** 战斗  
Powerful attack mode?  
New weapons ?  
Do it !



Be the master of your own ship !

**Challenging yourself**

**or**

**Grind for EXP**

**That's UP to YOU !**

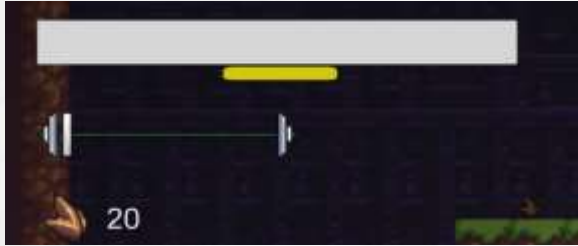


4

# Technic difficulty

The complex battle system and the character building system both offer some

## The skills and ability



The HP, Exp, Silk and the money

### Skill tree

- branch1 : dash
  - \> dash with no damage from enemy => dash to damage enemy
  - \> twice dash
  - \> dash distance
- branch2 : attack
  - \> attack distance
  - \> attack frequency
  - \> attack with far damage
- branch : special skills
  - \> Throw needle to attack enemies in a line
  - \> a large AOE damage
  - \> attack enemies below for times

## The skills tree

Players need to choose which skill they like and to improve their abilities.

So ,for us, it is difficult to make a reasonable and attractive system

## More complex battle system

### Many skills

Player can use many skills when they fight, we need to make sure they are correct to use

### Some features

You can use skills and attack when you are dashing, so we need to merge them right and fun.

### Many interactive

You can against the boss when you fight with it, and we tend to ensure the experience.

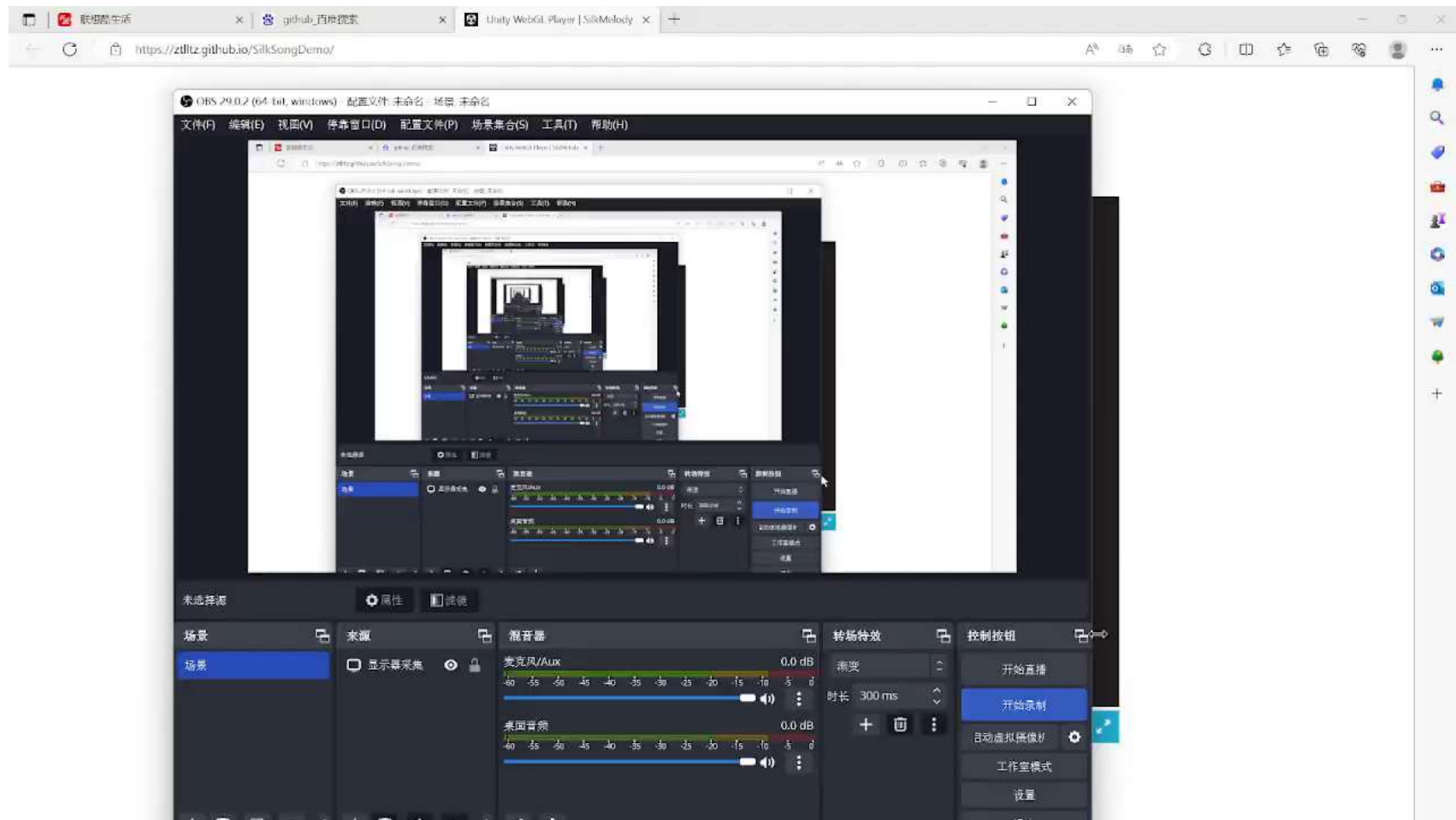
### Others

We have some explorable scene need to finish if we have enough time. And the AI of enemies need to be refined.

## How about it?

We think the most complex point in our game is the build-up system of our main role and the fight with enemies, we need to take a lot of time to finish them and they are also our core interest to attract our gamer





# Reference

- <https://github.com/lamnguyenkhoa/SilkMelody>
- [https://drive.google.com/drive/folders/1SDC\\_y4s-RfBxAH4oxwYpenpZO97lTGmW?usp=drive link](https://drive.google.com/drive/folders/1SDC_y4s-RfBxAH4oxwYpenpZO97lTGmW?usp=drive_link)
- <https://b23.tv/JxYFgcM>
- If you want to experience our early version , you can click the link:  
<https://ztlitz.github.io/SilkSongDemo/>