

Final year project

GAME DEV

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INTRODUCTION

This project aims to enhance the user experience in turn-based JRPGs by integrating computer vision technology. Utilizing the Unity game engine provides numerous benefits to the project, including improved performance and flexibility. This approach demonstrates that entertainment products can transcend traditional methods.

GOALS

Enhance user Experience
by provide unique
controlling mechanism



encourage game industry
to adapt new approach to
entertain products

Technologies

- Unity: Unity is backbone of the project all of the game are built by this engine
- C#: Major language great combination with unity
- Python: this is major language to develop computer vision and YoloV8
- Yolov8: this model handling training and identify handgesture
- UDP: communicate with unity
- Blender: Manipulate 3d model
- Gimp: manipulate images
- Capcut: Create cut scene.

Overview game



Interact objects

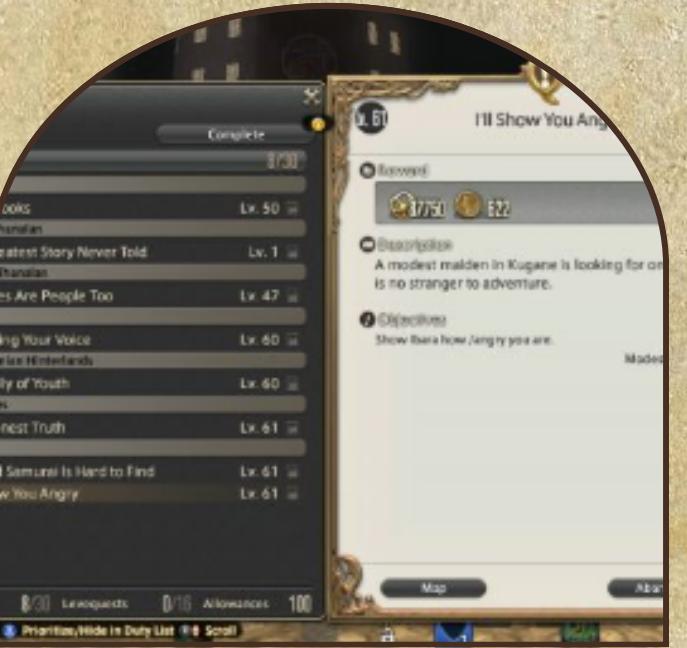


Dialogue



inventory & item

Overview game



Quests



Turn-base Battle



Equipment

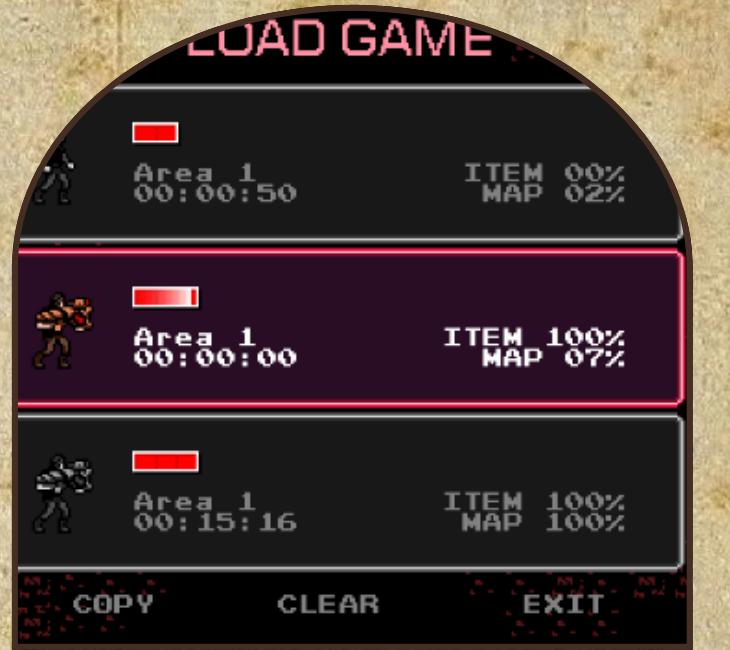
Overview game



Trigger-events



Skills tree



Save-game

Meaning

war crime

by implement game with story telling system. try to tell that war is bad. mostly literature tell war can be romance however. it never been. remind how horrible war is.



Demo video

QUESTION AND ANSWER

THANK YOU