

CG Invader

Team 낙지탕탕이 (Korean Traditional Food)

Overview

- **About the feature of game**
 - Story
 - Game play
- **Implementation**
 - Structure
 - In game play

Objective

- **Imitating the existing retro game with a simple story**
- Therefore, character vs character fight was included in original plan



<1993. Ninja Baseball Bat man
, Irem>



<1989. Final Fight, Capcom>

Game - Stage

- **There exist stage 0 and stage 1**
 - Stage 0 stays for simple intro story
 - In stage 1 real game playing precedes – popping bubble
- **Score is decided by timer in stage 1**

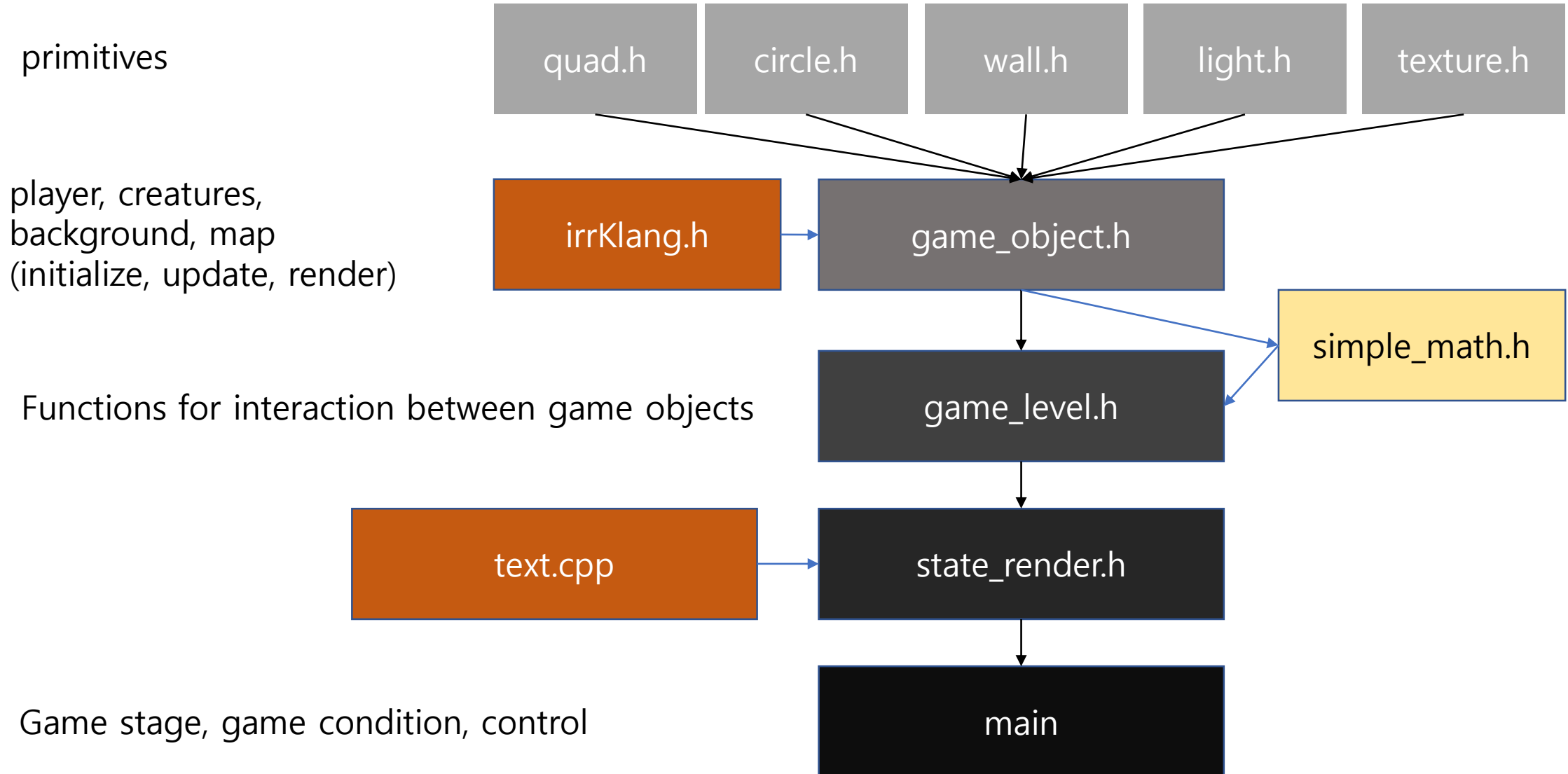
Game - story

Episode 0

CG Invader

***The 4th grade student, who want to graduate in 2020,
came to CG class after hearing some rumors ...***

Implementation - Structure



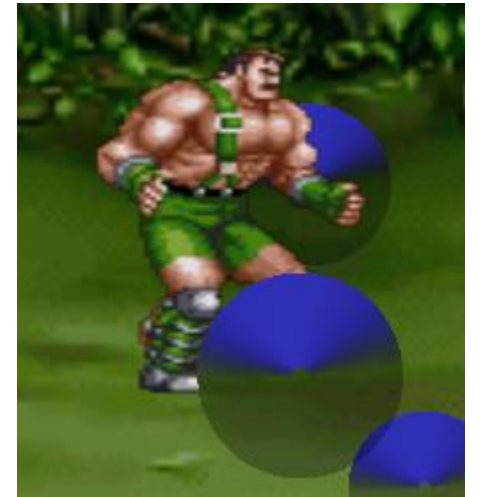
Implementation – In Game Play

- **Animation of character**
 - The textures of character change within characters states, that are wait, move and hit
 - Characters states change according to keyboard inputs and time



Implementation – In Game Play

- **Z-axis with depth test**
 - Because the character moves only x-axis and y-axis, there is no need for z-axis
 - However, z-axis is combined with y-axis
- **The bubbles move according to A1 cg-circle**
 - Disappearing bubbles are behind the background in a moment
 - It will appear after x or y window collision
 - Originally, I didn't intend, but it makes game more fun or annoying



Summary

- **Originally, I want to make a game imitating retro in console**
- **However, the result is much simpler like flash game when I played in young ages**

More feature

- **Stage 2**
 - Game is so simple to play, little fun
- **Rendering texts sequentially with time delay**

Resource

- **Main character Haggar from final fight 3 -Tomisaurus**
- **Text Windows - Jackester**