



Motive game :
A Dance of Fire and Ice

간단한 조작의 리듬게임 중 하나로 steam
동일류 게임 중 가장 많은 유저를 보유

95.48

BPM

볼륨:

100

%

오프셋:

5150

밀리초

피치:

100

%



Game concept

스태이지 진행 방향



Game concept

스태이지 진행 방향



공격 가능 범위
(발사체 사거리)

Game concept

스태이지 진행 방향



kick 1-1

적이 생성되며
박자에 맞추어 접근

공격 가능 범위



Game concept

스태이지 진행 방향



적 처치 시 사망 모션과
함께 효과음재생



공격 가능 범위

Game concept

kick 1-2

kick 1-3

미리 지정된 악보에
따라 지속적으로 적 생성

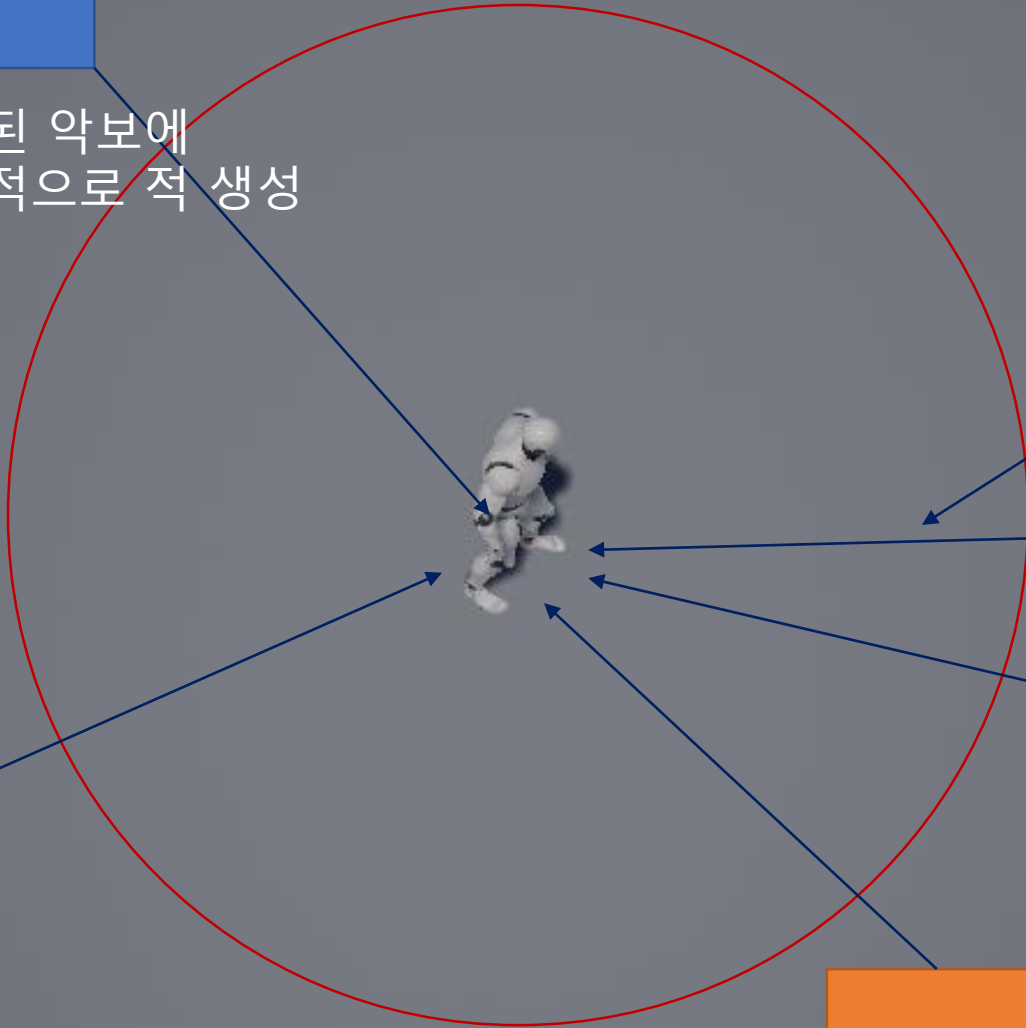
synth
D#

synth
F

synth
G#

snare 1

코드 진행용 화음은
적이 동시에 출몰,
광역 피해 적용





hi hat



crash



snare



kick



bass



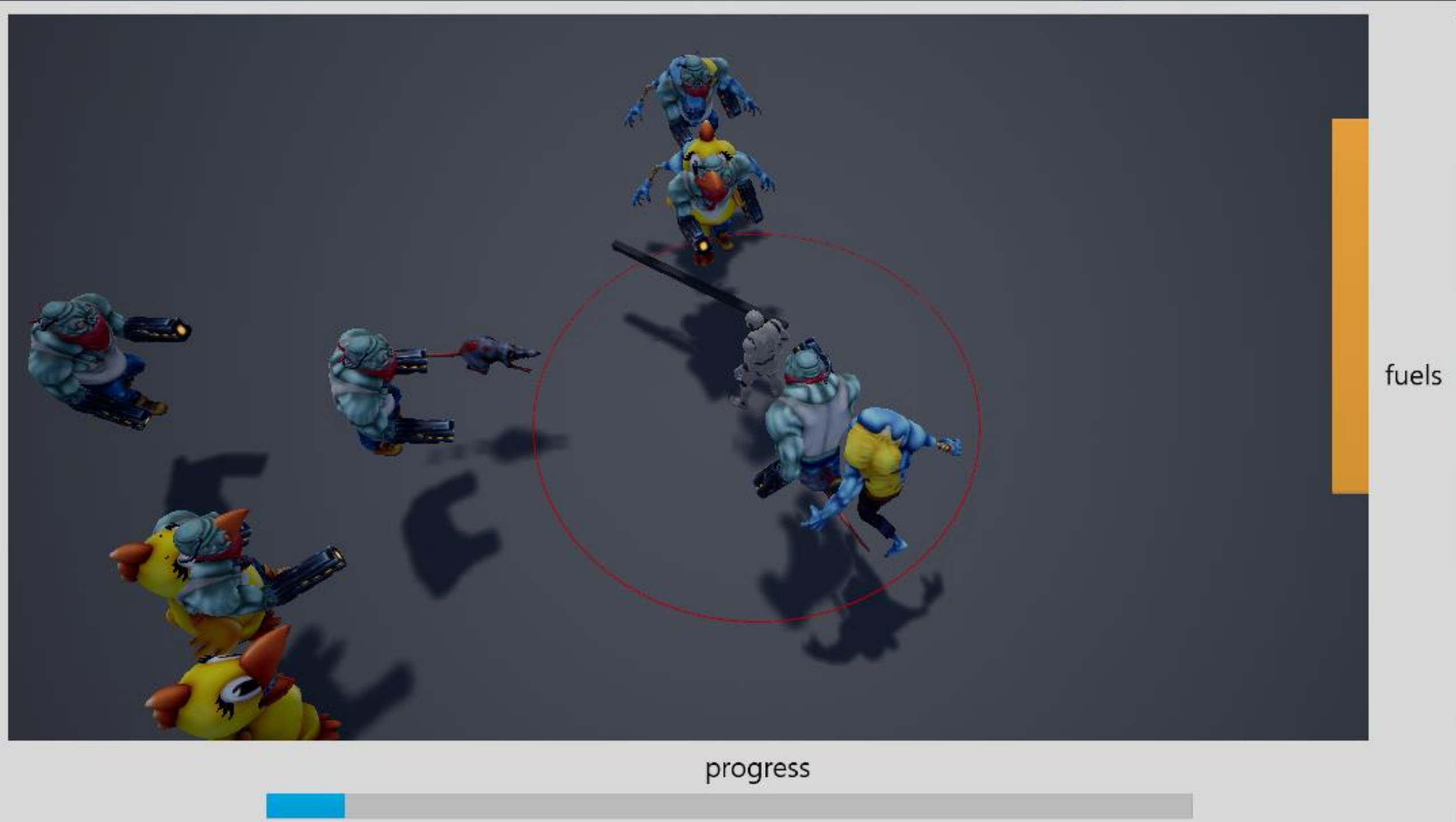
synth



boss 1
(transition 1)



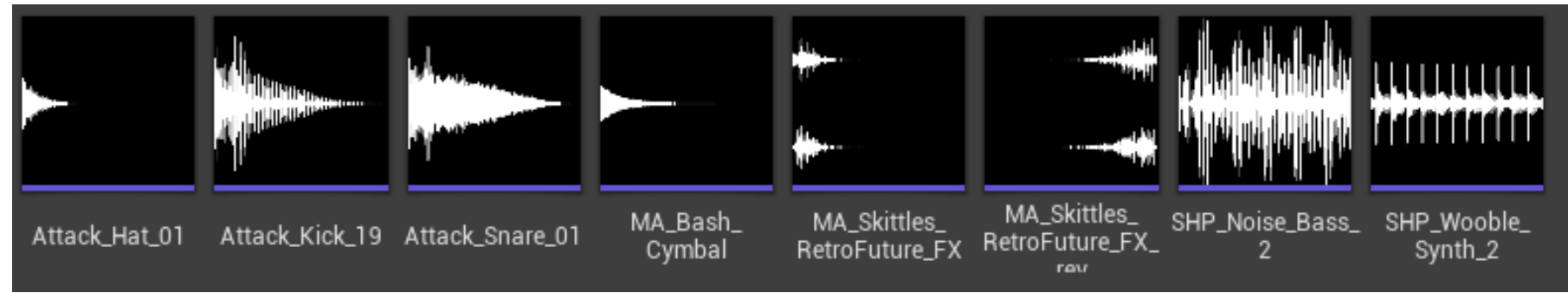
boss 2
(transition 2)



fuels

progress

Sequencing in FL Studio



Sequence to .csv

	A	B	C	D	E	F	G	H	I
1	Name	note_hat	note_kick	note_snr	note_bass	note_sfx1	note_sfx2	note_sfx3	note_synth
2	1								
3	2								
4	3								
5	4								
6	5								
7	6								
8	7								
9	8								
10	9								
11	10								
12	11				A4				
13	12				A4				
14	13				C#5				
15	14								
16	15				C5				
17	16								
18	17		1		A4				
19	18	1							
20	19								
21	20				A4				
22	21			1					
23	22								
24	23	1			A4				
25	24								
26	25		1						
27	26	1							
28	27								
29	28								
30	29			1	C#5				
31	30								
32	31	1			C5				
33	32								
34	33		1		A4				
35	34	1							
36	35								
37	36				A4				
38	37			1					
39	38								
40	39	1			A4				
41	40								
42	41		1						

데이터 테이블								
검색								
	note_hat	note_kick	note_snr	note_bass	note_sfx1	note_sfx2	note_sfx3	note_synth
1	0	0	0	None	0	0	0	None
2	0	0	0	None	0	0	0	None
3	0	0	0	None	0	0	0	None
4	0	0	0	None	0	0	0	None
5	0	0	0	None	0	0	0	None
6	0	0	0	None	0	0	0	None
7	0	0	0	None	0	0	0	None
8	0	0	0	None	0	0	0	None
9	0	0	0	None	0	0	0	None
10	0	0	0	None	0	0	0	None
11	0	0	0	A4	0	0	0	None
12	0	0	0	A4	0	0	0	None
13	0	0	0	C#5	0	0	0	None
14	0	0	0	None	0	0	0	None
15	0	0	0	C5	0	0	0	None
16	0	0	0	None	0	0	0	None
17	0	1	0	A4	0	0	0	None
18	1	0	0	None	0	0	0	None
19	0	0	0	None	0	0	0	None
20	0	0	0	A4	0	0	0	None
21	0	0	1	None	0	0	0	None
22	0	0	0	None	0	0	0	None
23	1	0	0	A4	0	0	0	None
24	0	0	0	None	0	0	0	None
25	0	1	0	None	0	0	0	None
26	1	0	0	None	0	0	0	None
27	0	0	0	None	0	0	0	None
28	0	0	0	None	0	0	0	None
29	0	0	1	C#5	0	0	0	None
30	0	0	0	None	0	0	0	None
31	1	0	0	C5	0	0	0	None
32	0	0	0	None	0	0	0	None
33	0	1	0	A4	0	0	0	None
34	1	0	0	None	0	0	0	None
35	0	0	0	None	0	0	0	None
36	0	0	0	A4	0	0	0	None
37	0	0	1	None	0	0	0	None
38	0	0	0	None	0	0	0	None

Player character BP - spawn actor by notes

Blueprint Component
ArrowComponent
Mesh (상속됨)
SpringArm1
Camera1
CursorToWorld
SpringArm
VR_Camera
CharacterMovement

☆ ← → TopDownCharacter > 이벤트그래프

-3 층

내 블루프린트

신규 추가

이벤트그래프

변수 (30 오버라이더블)

컨스트럭션 스크립트

매크로

변수

컴포넌트

디폴트

firedist

synnote

bassnote

NewVar_0

farfromchar

type

transfo

spd_max_1

beat_per_bar

bpm

sec_per_16

time_now

count_bt

count_bar

range_death

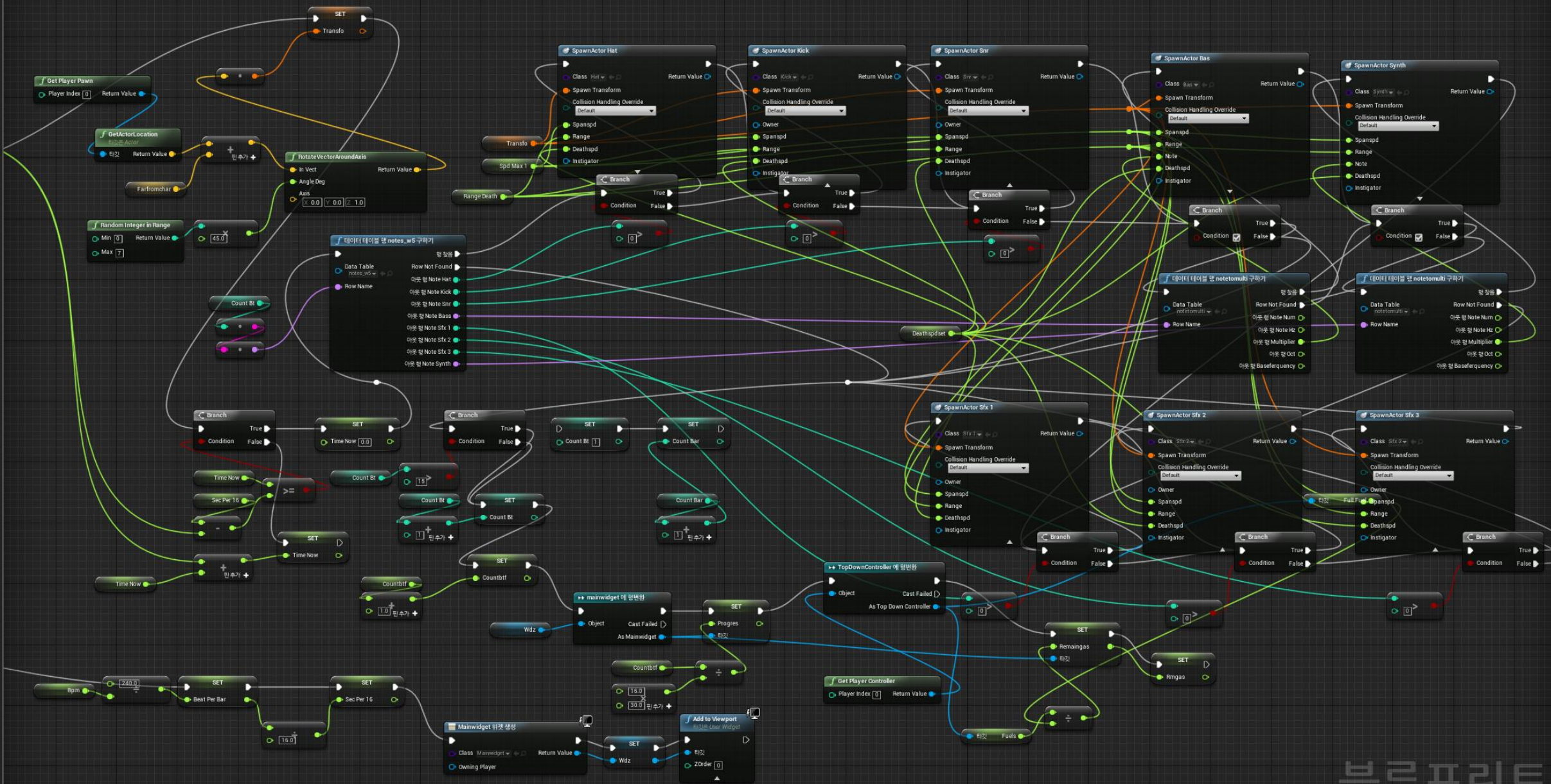
deathspdset

Wdz

countbtf

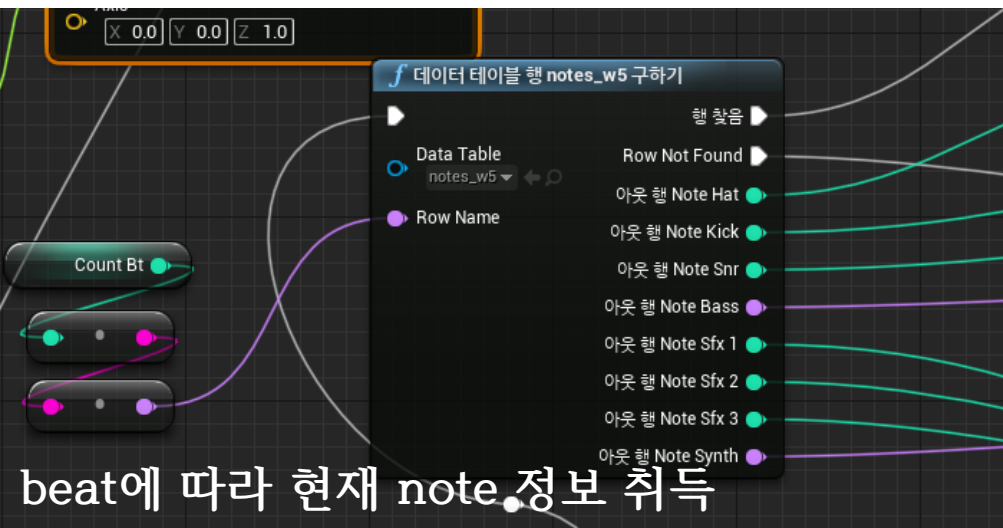
rmgas

이벤트 디스패처



블루프린트

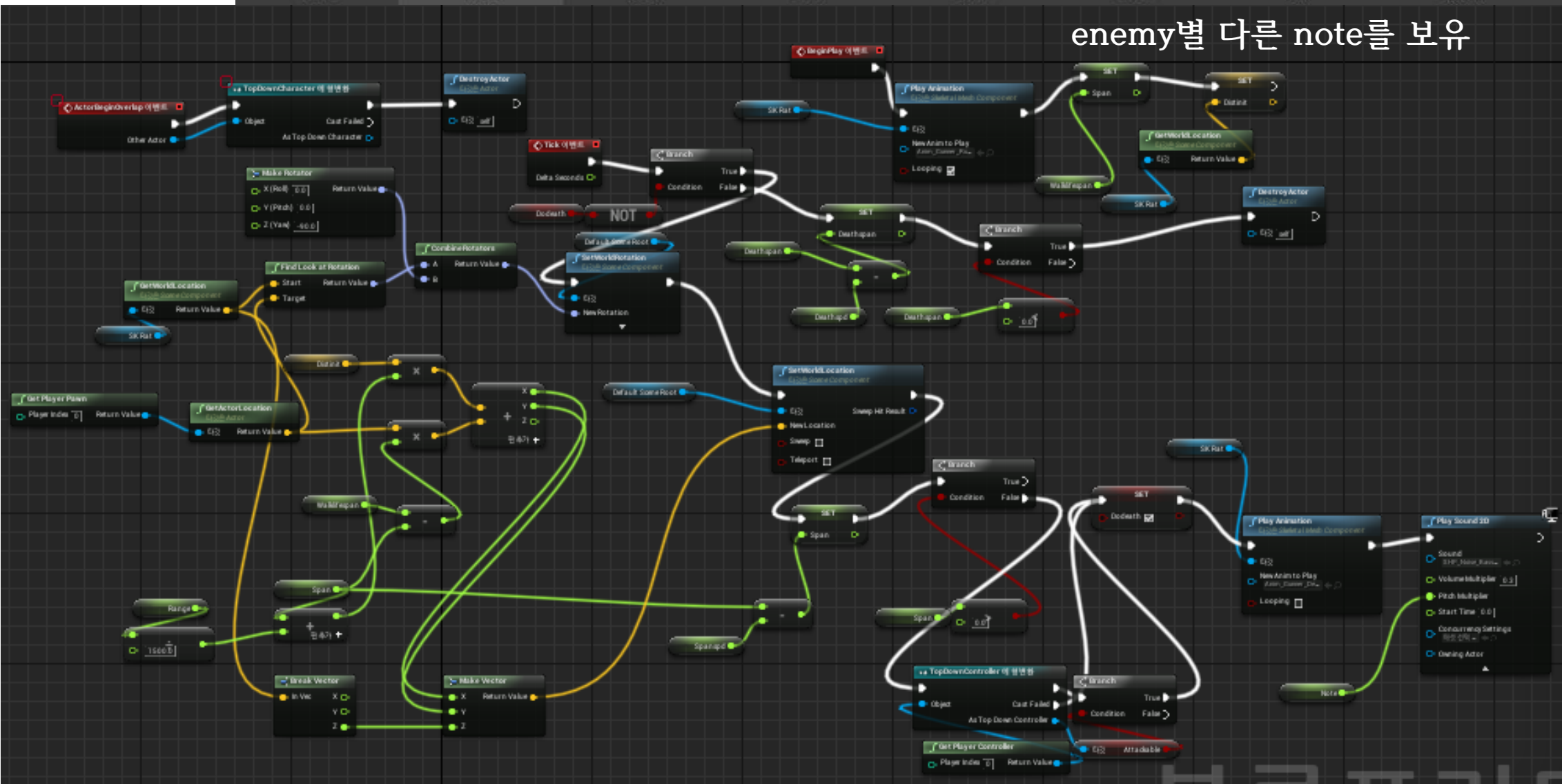
Player character BP



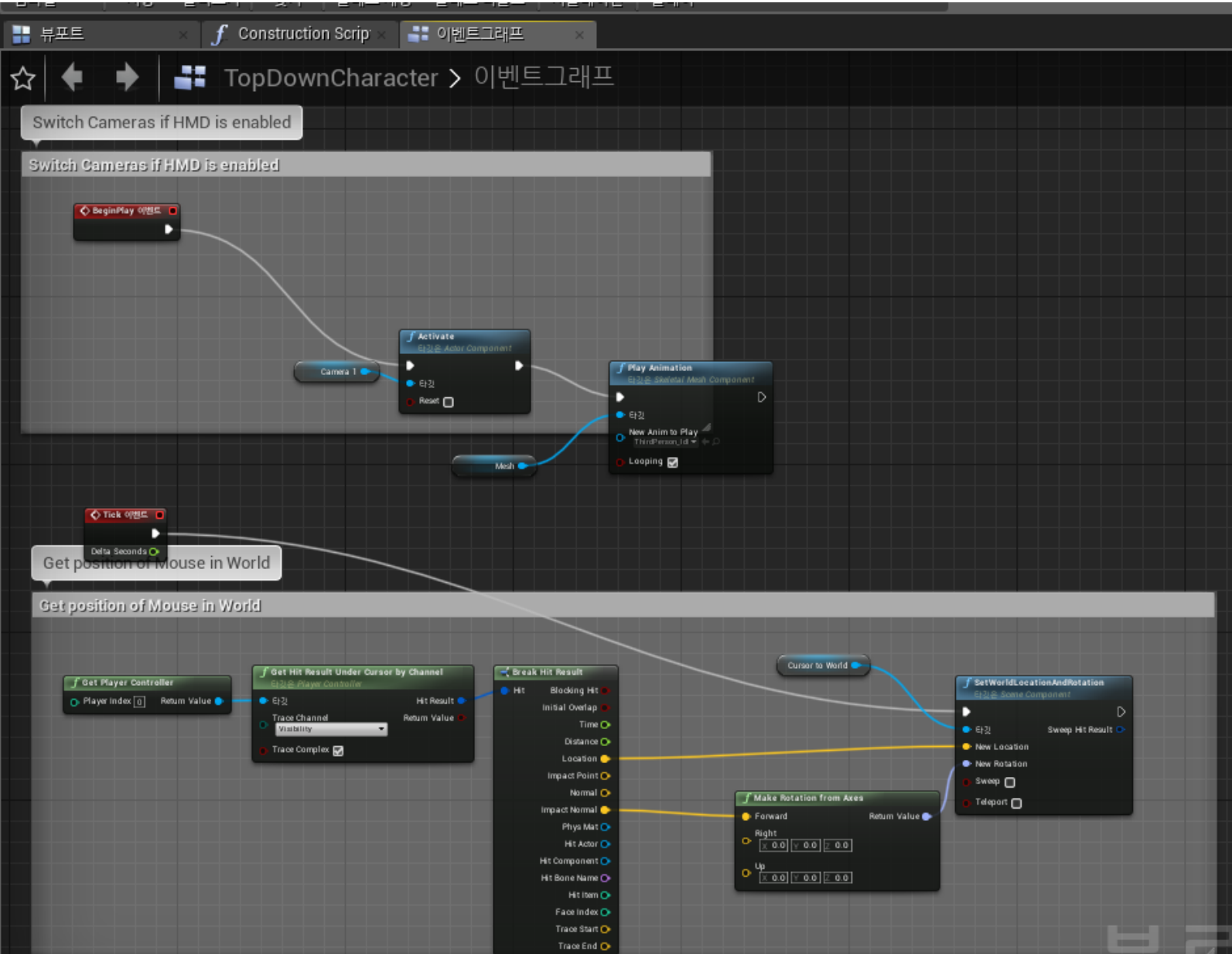
Enemies BP



enemy별 다른 note를 보우



Character BP



Controller BP

TransformComponent (상속됨)

내 블루프린트

+ 신규 추가

그래프

이벤트그래프

함수 (18 오버라이더블)

컨스트럭션 스크립트

MoveToHitLocation

매크로

새 매크로_0

변수

MinClickDistance

spdandloc

attackable

tmp1

tmp2

tmp3

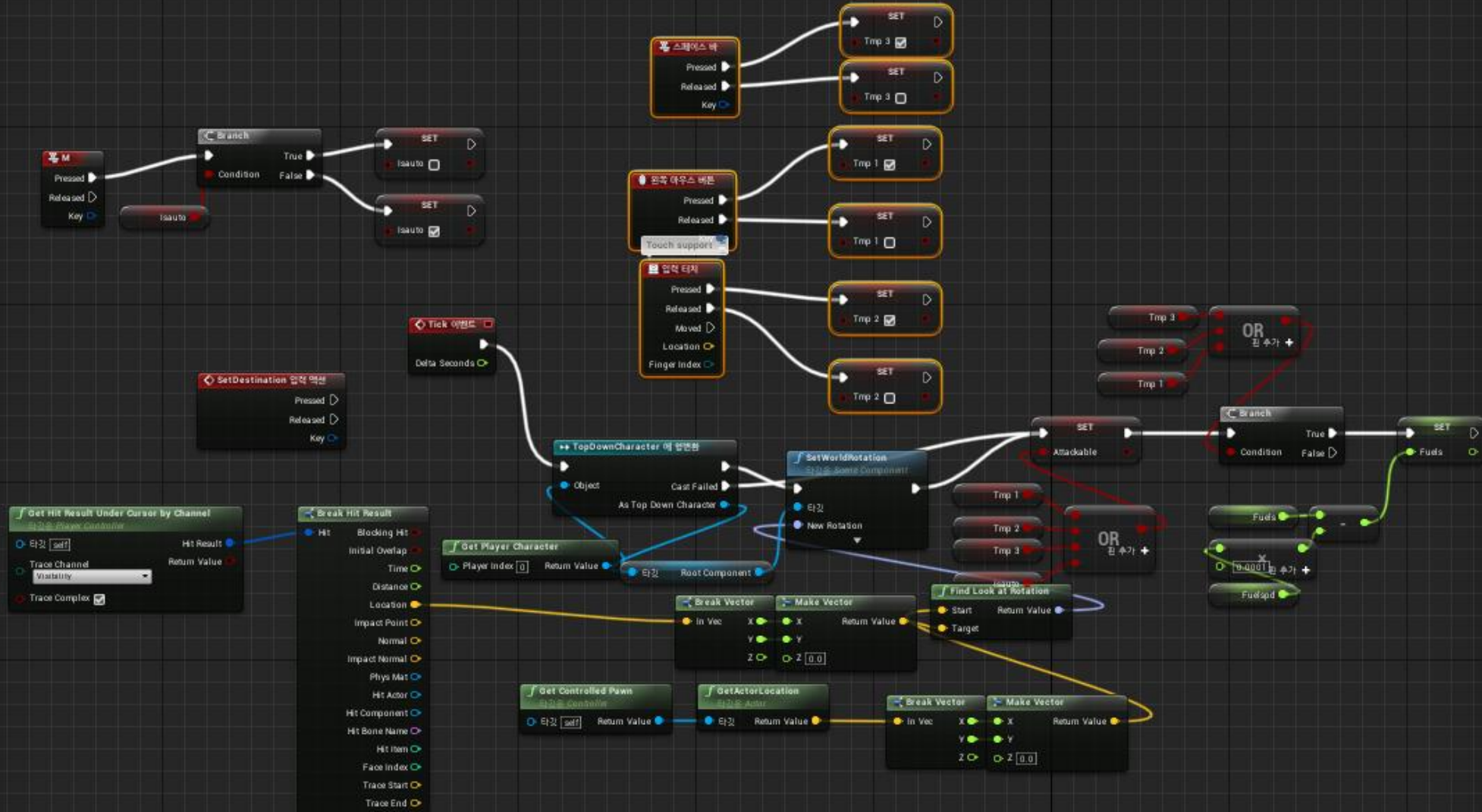
isauto

fuels

full_fuel

fuelspd

TopDownController > 이벤트그래프



Custom Mode in Player character BP

