Group Assignment:
Final Project Proposal

Environment Building in RPG Game

Mantan Ambis, blm tahu Environment Building in RPG Game

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Overview

This game is about adventuring in a fantasy world. The player can move around the world and defeat enemies. This game gives the user experience about how to survive in the wild. Not just surviving, the user will get some experience about the world where the user ventures. The world contains some objects such as monsters, buildings, and trees.

The merit of playing this game is to entertain the player. Also, the user will see the power of the three js framework. By playing this game, players can amuse the developer by giving feedback.

3D Environment Sketch
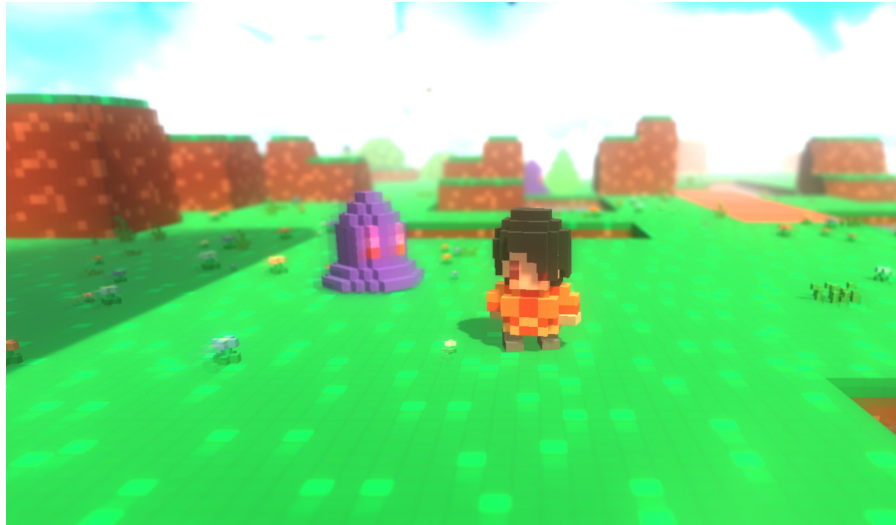
Environment

The environment will show so much nature objects and some mediterranean
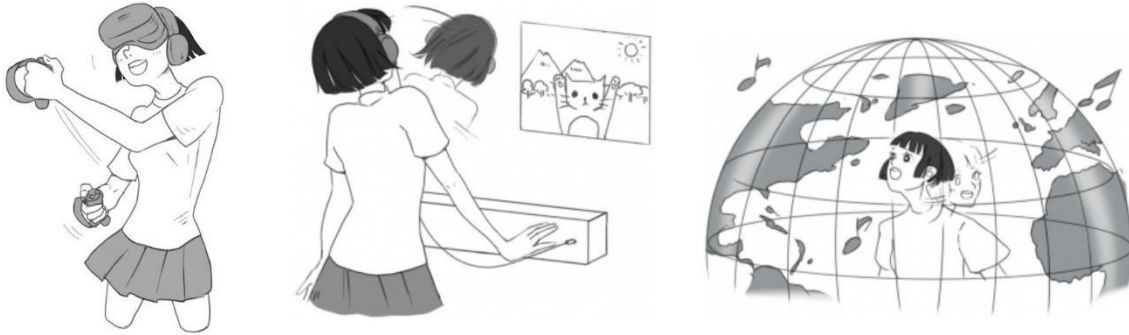   village.

Character and NPC

The character will be imported from a gltf or fbx model.

Interaction and Technology

The interaction between user and game is, the user controls the movement of the character. Move forward, backward, to the right, and to the left. Users can also make the character to attack the enemy and the enemy can also attack the character. The attack reduces the health bar of the attacked object.

Object Dynamic

Local Variable

The main library used in developing the this project is Three.Js. We also use some components from the folder examples/jsm. Here are some component that used in this project.

1. Vector3.applyQuaternion, to adjust the camera to follow the target.

2., Fog, for fog implementation FogExp2

3. Sky, for sky implementation HemisphereLight

4. GLTFLoader is an open format specification for efficient delivery and loading of 3D content.

External Variable

The external variable used is scoreboard. The scoreboard is fetched from the database using REST API. Scoreboard contains the player's name and the total enemies defeated. The scoreboard also shows the player's rank.