# 项目名称

| **重力之灵** | The Spirit of Gravity |
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# 组队介绍

| **赛区** | **上海** | | | |
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| **指导老师** | *如果没有，可以不填写* |  |  |  |

# 项目介绍

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| 游戏模式 | 单机 | 多人联网 |
| 游戏类型 | 角色扮演 | 动作射击 |
| 格斗对战 | 平台跳跃 |
| 竞速飞行 | 策略 |
| 音乐 | 休闲解密 |
| 社区养成 | 其他 |
| 发布设备 | PC | Xbox主机 |
| 平板/手机 | VR |
| 其他请补充\_\_\_\_\_\_\_\_\_\_\_\_ |  |
| 开发引擎 | Unity | Unreal |
| 其他\_\_\_\_\_\_\_\_\_\_\_ |  |
| **技术使用**  **(如果没有可以不填)** | XPA | Cross-Network |
| Hello Cortana | Windows Ink |

# 项目概念

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| *中文* 项目概念 这是一个很主观的游戏，主角是重力之灵，她视野范围内重力的方向随着她身体的旋转而改变。  可以这么说，她所到的地方，一切都会因她而下落。当然她还尚未到达的地方，重力的方向处于未知状态。  玩家可以控制主角，以每次旋转90度的方式改变重力朝向，同时整个屏幕场景也随之旋转，场景内的物体也会因旋转而下落。  最开始是想通过游戏表达出类似这种[撒切尔效应](http://baike.baidu.com/item/撒切尔效应)，一种视觉游戏，玩家从不同的角度看游戏内的世界，可以发现一些隐藏在游戏内的特殊东西。  还有灵感的来源就是《2001太空漫游》中宇航员在[环形仓中奔跑](http://imgsrc.baidu.com/forum/w%3D580/sign=51bf54a9aeec8a13141a57e8c7029157/3f6843fbfbedab6405dc3d86f036afc378311eb4.jpg)的镜头，宇航员就像有能力随时将重力方向与自己匹配一样。  在这基础上加入主角与场景物品的互动，有东西因主角而下落，游戏也就变得有趣起来了。  一开始觉得主角的能力很是强大，但仔细想想，这改写自然法则的能力也给我们的主角带去诸多烦恼吧。有人会因她而摔落，失去自己原本的家园；原本稳定的自然环境因她而重建，原有的自然法则被她打破。这样的主角应该不怎么受欢迎吧。她并不是规则的制定者，她是改变者。当人们适应了某种已经制定好的规则，当然会反感规则的改变者。  **游戏流程/故事背景：**  游戏开始，我们的主角在山村里过着平静的生活，一天早上，她看到村口老树上结出了红色的苹果，伸手去摘，却没法够到。这时主角无意中发动了她改变重力的能力，在那瞬间，整个世界反转了过来，苹果顺势落入她手中。而当主角返回村庄的时候，惊讶的看到村民们都正在往下掉，房子也开始砸向地面，压死了不少人。这时，村长掉落到主角身边，他让主角赶紧离开，这里的灾难都是主角所为，快启程去往沙漠，那里古老的神殿会告诉你方向。  于是，主角来到了沙漠，开始了她的冒险。  神殿告诉主角，你若要消除这个诅咒，必须接受考验，穿越暴风雨的海洋，主角接受了神殿给他的考验，来到了暴风雨之海。  在暴雨中，她摔入海里，淹死了。当主角醒来时，发现自己已经来到了地狱。经历了重重困难。最后当主角再次醒来时，她已经获得了新生，她不再是重力的精灵了，她成为了重力本身，她成为了自然法则本身。 游戏类型  * 冒险解谜，平台跳跃  游戏核心玩法.  * 原型是一个平台跳跃游戏，奔跑，跳跃，旋转。 * 主角拥有改变视野内重力方向的能力，玩家可以按下手柄左右trigger键来旋转方向，地图方向随着人物旋转，以及视野范围内的所有物品都受这个能力的影响。 * 因为受主角重力的影响，动物从天而降，原本在地面上的石头会砸下，原本的湖水会倒流，树木的枝干变成了树根，原有的世界会因主角的介入而发生剧变。 * 主角并不能预见前方有什么，也许往前走几步就会有什么受主角影响掉下来摔死了。 * 根据改变重力方向设计解密要素，比如引流而上，利用重力撼动巨石等。   *English （可选，如果没有英语版本可以跳过）* Project concept This project is a game regarding to gravity. Our heroine is the spirit of gravity. It is a platform game of adventure and puzzle-solving. The main character can run, jump, and rotate on a platform. She has the power that can change the direction of gravity wherever she is. However, this amazing ability troubles the heroine a lot because her ability will make the world upside down which cause the stones on the ground fall from sky, the stream flow backwards and the branches become the roots. And our puzzle is also designed by changing the gravity's direction in this game. The distinguishing feature of this game is the utilize of gravity. The change of gravity adds a lot of fun to the game. Furthermore, this kind of feature makes it friendly to mobile terminal since it is a new trend that mobile games will be more and more popular in the future. Game type Adventure, Puzzle, Platform Game play mode. Running, jumping as a traditional platform game.  The ability to change the direction of gravity within field of vision.  All items in the field of vision will fall with the change of gravity.  Using your ability to solve puzzles. |

# 项目计划

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| |  |  | | --- | --- | |  |  | | 1月15日 | 项目开始 | | 1月19日 | 游戏模式初步设计 | | 1月20日 | 开始制作人物原型 | | 1月22日 | 开始对游戏主角，场景进行艺术设定 | | 2月8日 | 游戏主角，敌人原型制作完毕 | | 2月10日 | 游戏开始界面，第一关测试版制作完毕 | | 2月28日 | 游戏第二关测试版制作完毕 | | 3月中旬 | 第三关测试版制作完毕 | | 4月中旬 | 游戏pre-alpha版本制作完毕，至此，整个游戏已初步完成，开始完善游戏整体体验 | |

This project is a game regarding to gravity. Our heroine is the spirit of gravity. It is a platform game with adventure and puzzle-solving. The main character can run, jump, and rotate on a platform. She has the power that can change the direction of gravity wherever she is. However, this amazing ability troubles her a lot because the ability will make the world upside down which cause the stones on the ground fall from sky, the stream flow backwards and the branches become the roots. And our puzzle is also designed by changing the gravity's direction in this game. The distinguishing feature of this game is the utilize of gravity. The change of gravity adds a lot of fun to the game.

Firstly, we focus on the PC and Xbox One/PS4 platform, play with a gamepad is recommended. And I realize that this kind of gravity-control feature makes it friendly to mobile terminal, we could use the rotation of the mobile itself to control the character. So we will add mobile platform support in the future.

Our game is called the Spirit of Gravity. It is based on platform game with adventure and puzzle-solving features. Our heroine is the spirit of gravity.

What is the spirit of gravity? It is the power of our heroine that she can change the direction of gravity wherever she is. We could rotate the character 90° each time so that everything in view will be effect by the power, too. But the direction of gravity which we haven’t seen remains unknown. Our heroine is really strong because her ability could cause the stones on the ground fall from sky, the stream flow backwards and the branches of trees become roots. And our puzzle is also designed by changing the gravity's direction in this game.

However, this amazing ability troubles her a lot. You know, if someone fall from sky because of her, it must cause a lot if troubles. And she must be alone for a long time. What is waiting for her? She just breaks the rule whatever she is. Will she find a normal life for herself? Will she be panic of her ability? Or maybe she will find a way to give up her power? You may find your own answer in the game.