



CG Project

Batman Vs Nazi

Gild & Faii

Introduction

Theme: military and medical



Inspiration

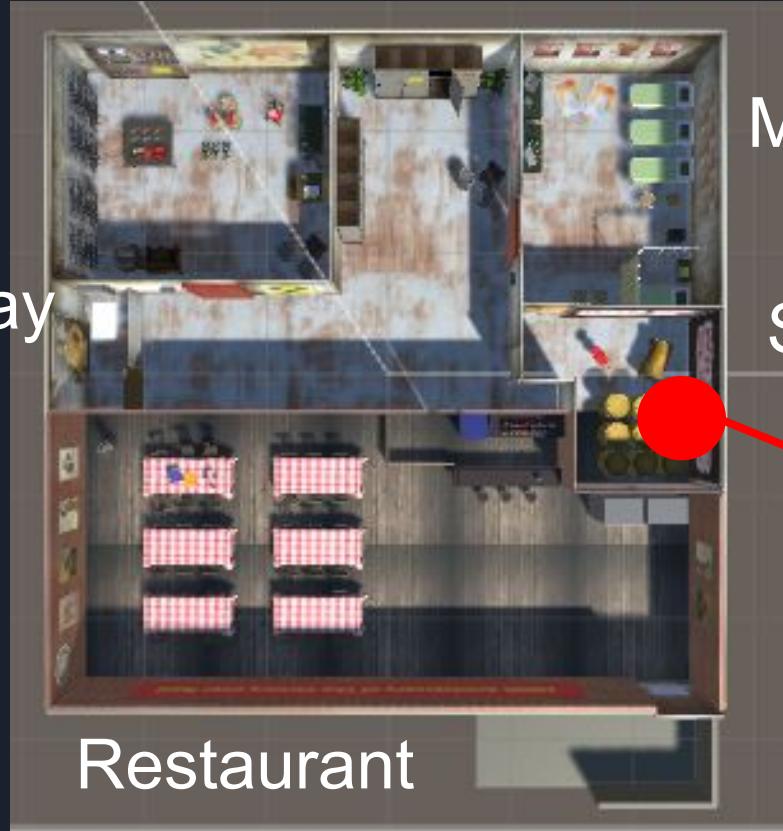


“...We like the game that has many puzzles, it’s the kind of game that can increase our creativity..”

“...Batman is the greatest hero of all time...”



Weapon Room



Hallway

Restaurant

Medical Room

Secret Room

Finish



Story

The event in the game takes place in the Gotham City





One day Bruce Wayne was invited to join the party at the most famous Bar & Restaurant in Gotham.



Bruce met a suspicious man at the drinking bar, but after few seconds the man was despair!



Batman came back to the restaurant again, and discover some evil schemes!



This restaurant is actually a Nazi's old secret base since WWII



Batman found that the Nazi rebellions tried to destroy the city with a ton of biochemical weapon, that were hidden somewhere in the restaurant.



Will Batman save Gotham again...?

It depends on you!



Using Blender to
create 3D models

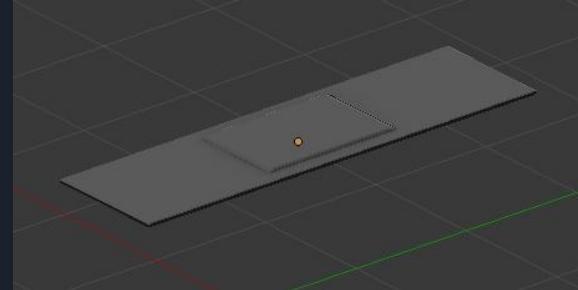
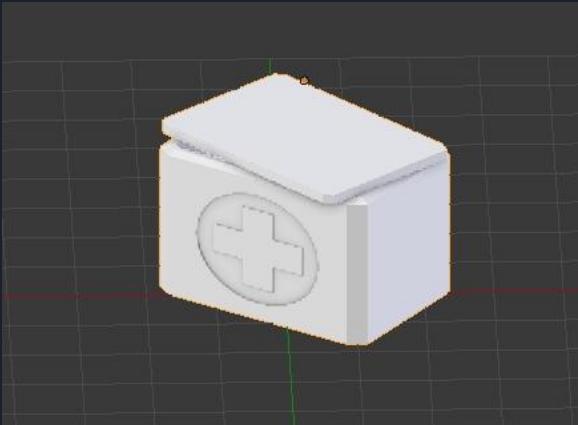
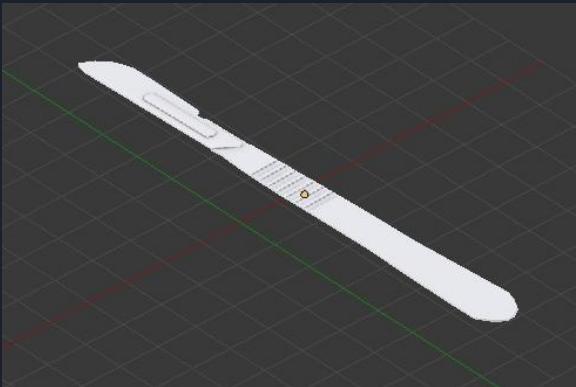
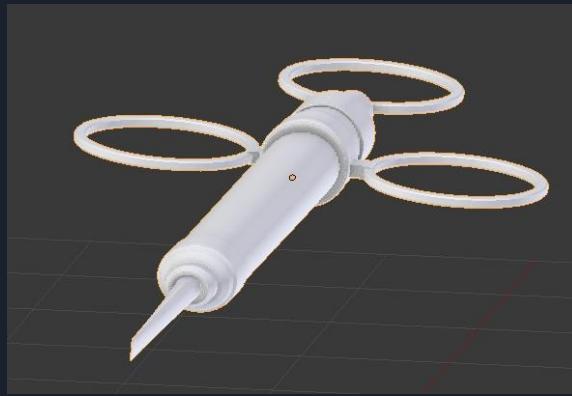
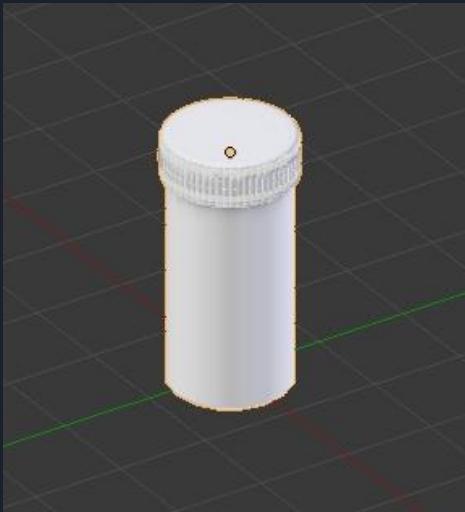
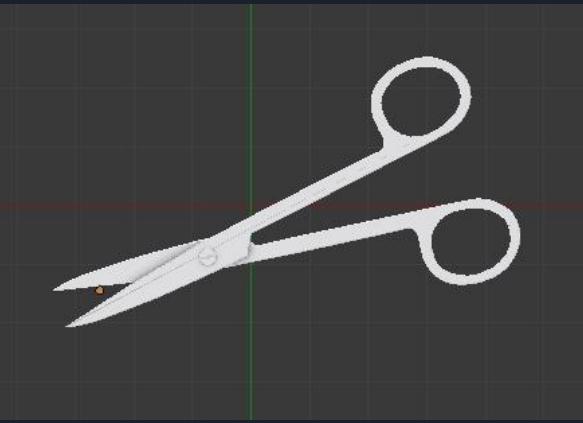
Using Unity to create scene and
game simulation (player controller,
multiple scenes, etc.)

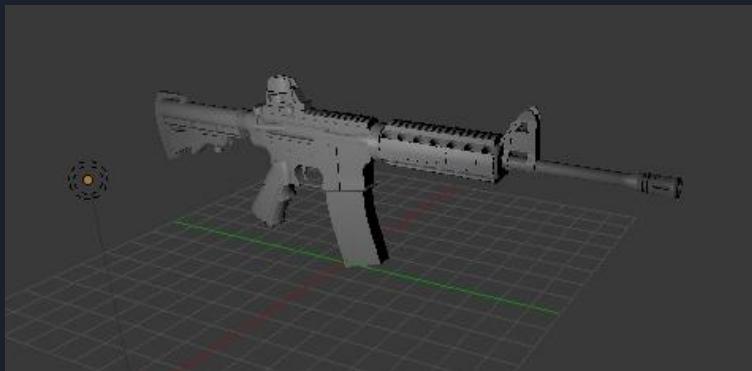
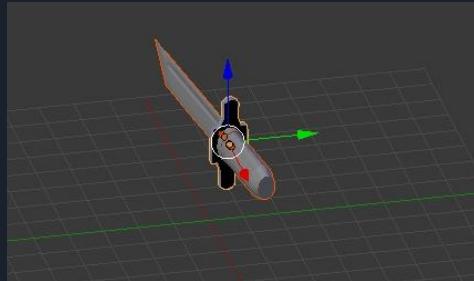


Blender Model

- Medkit
- Katana
- Knife
- Boxes
- Tables
- Guns
- Etc.

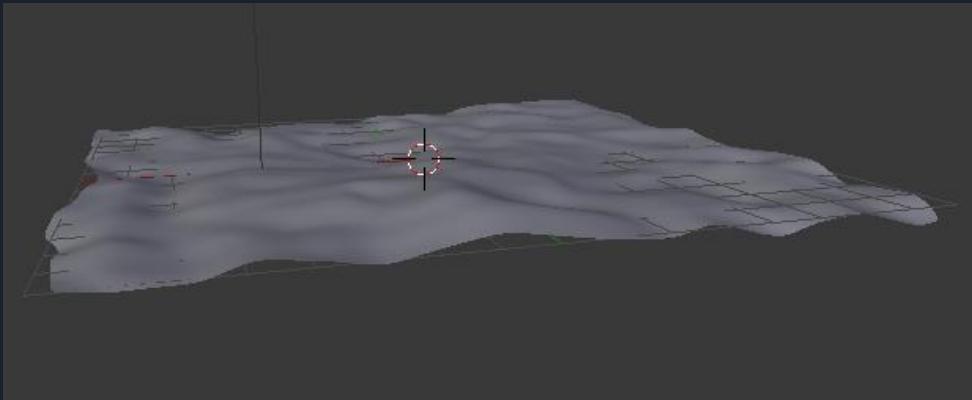
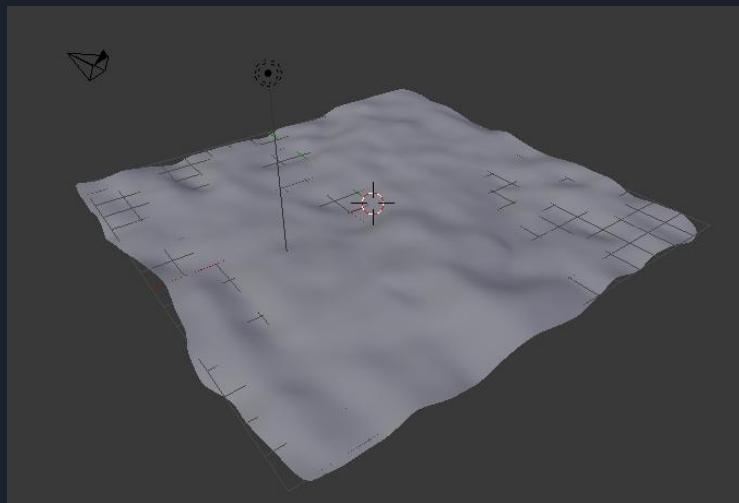


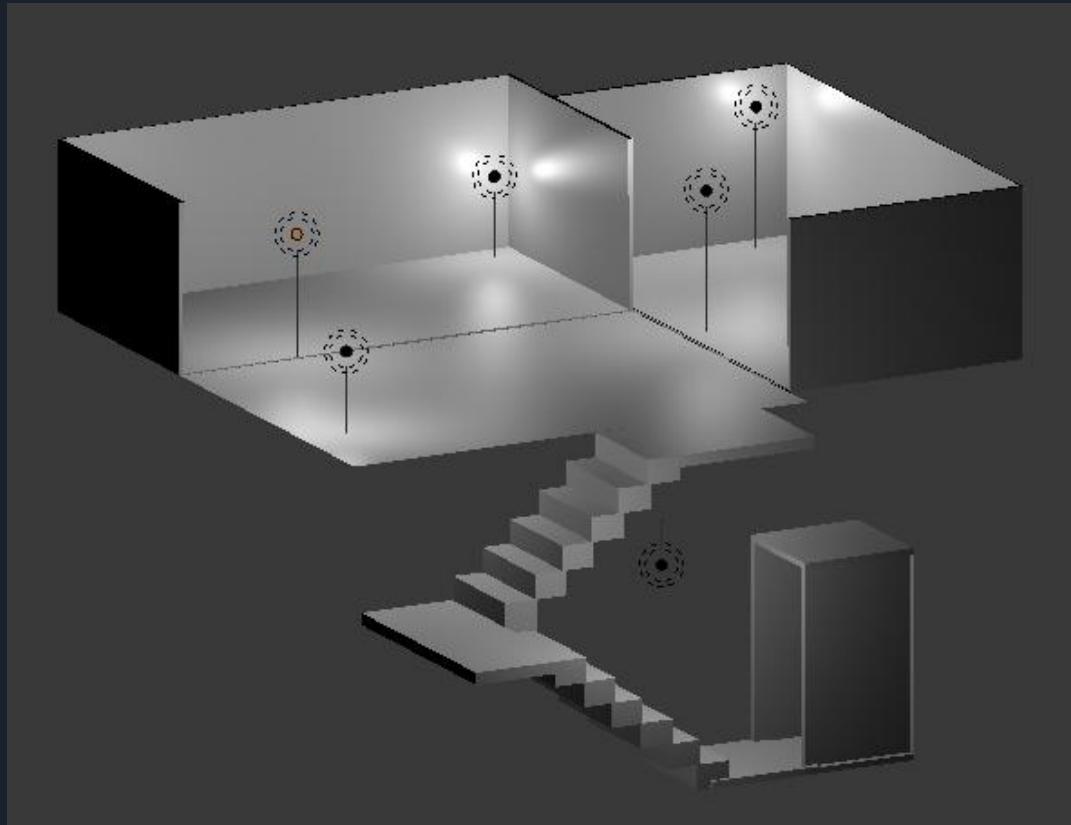




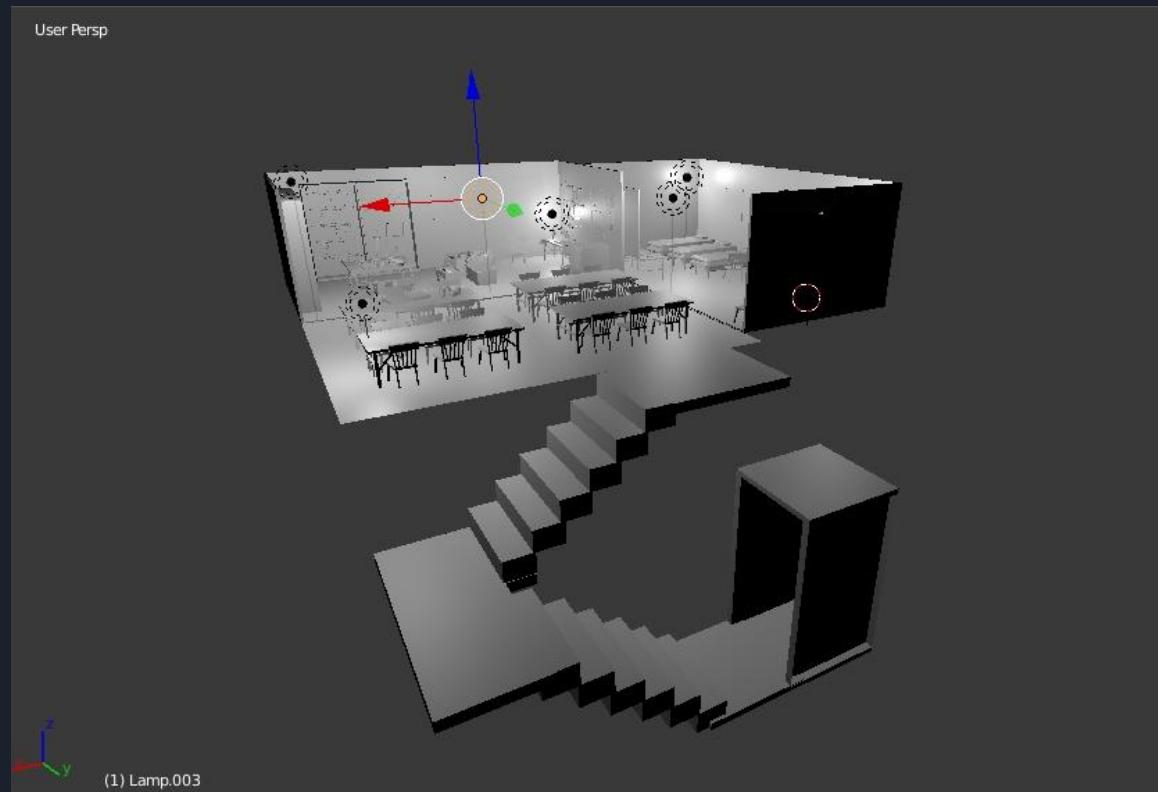
Blender Scenes

- Room
- Field





Final Blender Scene





Unity Design



Scene 1



Scene 2

Central Park



Press 'P' on Batmobile
and Batman will travel to
another scene.



Start



Central Park

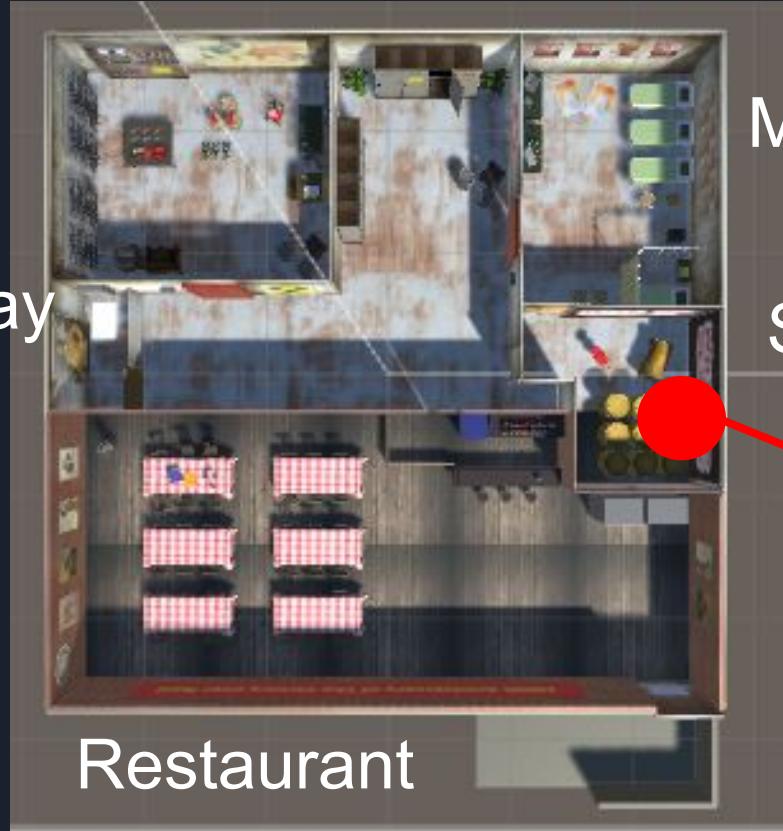


Text pop-up when the player come near other objects in the scene





Weapon Room



Hallway

Restaurant

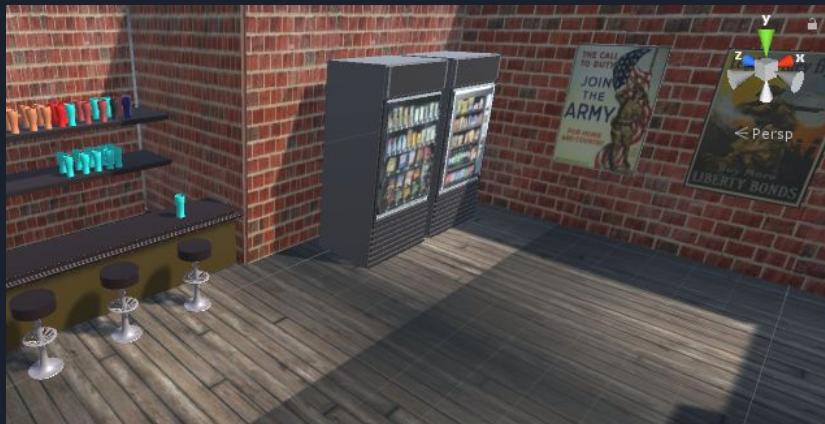
Medical Room

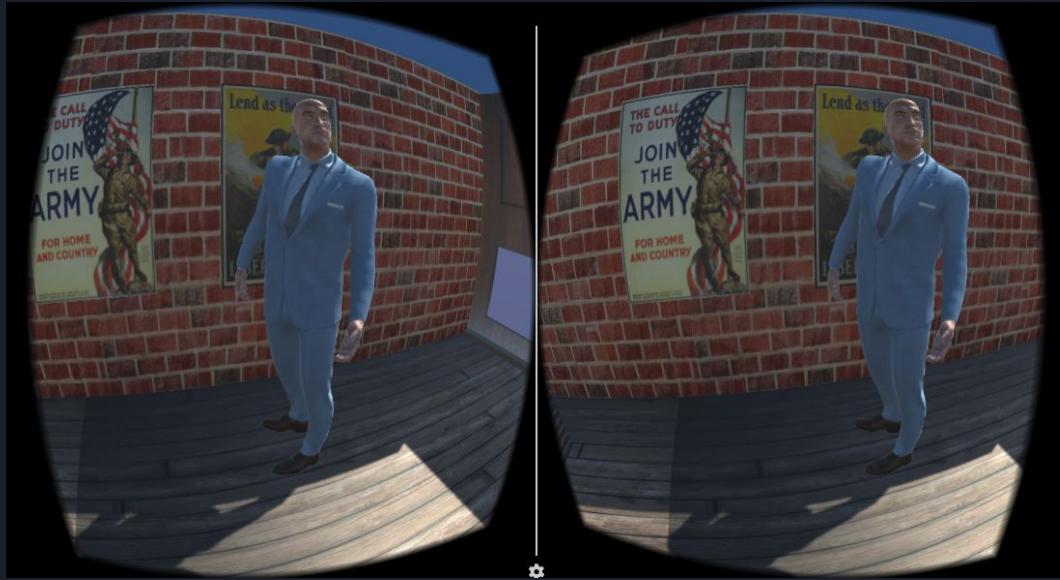
Secret Room

Finish



GOTHAM Bar & Restaurant





Other characters in the scene not only stand still, but they are also move and walk, and also has a conversation with the player, some of them might leave the clues to the player to win the game.



Some objects in this scene can display the pop-up text when the player is near around.

If player press 'H' (Hit) at the wooden door, it will break into two part.



Player has to survey the area to find the hidden clues.



Importing objects from Blender, then assign material and adjust position into this scene.

The player has to survey around the area in order to find the clues and complete the mission.





In this room there are some secret hints that player need to find.



Player must interact with the objects in this room to receive the passcode.



The mission will complete when the player can open the secret room and stop the explosion.

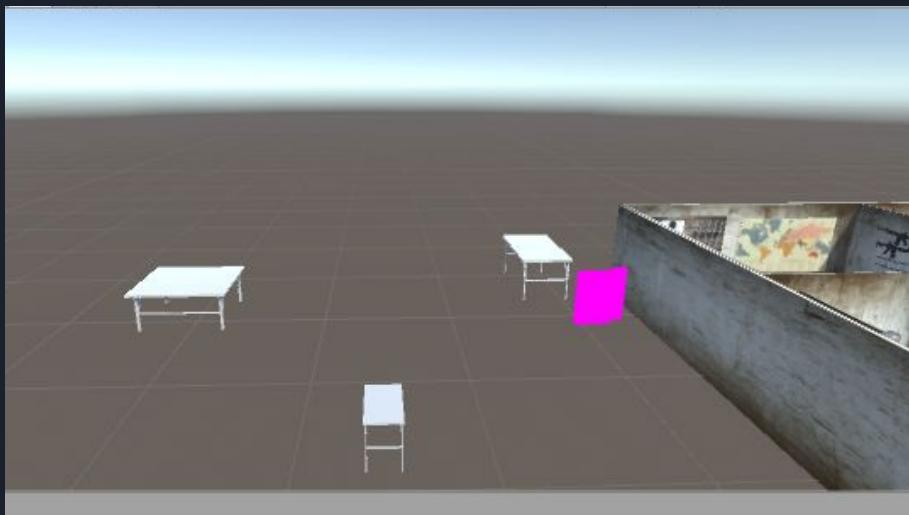


How to play Batman Vs Nazi?

1. Use A/W/S/D to control the player.
2. Hold Alt and move the mouse to adjust the viewpoint.
3. Press 'H' to destroy the obstacle object (wooden box, wooden door etc.)
4. Press the specific passcode key to open the doors.
5. Interact with other characters and stuffs in the scene to get the clues.
6. The mission will complete when the player can open into secret room and stop the explosion.

Problem

- Incomplete importing Blender models into Unity (sizes, faces,materials)





Future Work

- Menu display before start the game.
 - (start, load, change the character, difficulty level)
- Multiplayers mode (More than one player in the scene)
- The event that character can interact with other characters in the scene
(asking question and answer question)
- Timing mode (the player has to complete the mission before the time is up)
- The short animation film that can display before or during the game mission.



Demonstration