

GAME INFORMATION

1. Name: Rebirth
2. Type: 2.5D, dark, adventure, RPG, puzzle
3. Target players: adults who love solving cases and enjoy RPG games
4. Operator system: Chrome or Firefox

WE HAVE LEARNT...

1. Technical part:
 - (a) how to write html page with Elm.
 - (b) how to use git & LaTeX.
2. Teamwork part:
 - (a) Branches in git.
 - (b) Usage of Redmine.
 - (c) Distribution of codes.

NARRATIVE

The narrative of our game is in form of dialog. So pay attention to NPC's words, because information might hide in that.

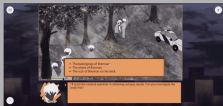
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THE STORY OF OUR GAME

You have pocessed your partner Kay's body, to reveal the crimes done by Jonathon, the chief policeman, and to revenge for Kay.

But your memory become a mass due to the pocession, and you once thought that you were a novelist. Fortunately, you recall everything after you see the body of yourself.

But time is limited. Jonathon tries to kill you. Can you collect enough evidence to prosecute him? Will you be killed or framed up?



GAME FEATURES

We have used Elm to make a 2.5D RPG game. The artworks are all designed by ourselves. Artworks and music are made or selected properly to reach the user experience we want to reach. The player need to do:

1. Talk with NPCs.
2. Find evidence when investigating the cases.
3. Examine the evidences.
4. Find clues in the dream world.
5. Avoid being killed.

DESIGNED BY

Group 4, AURORA
members: Lan Wang, Kaiwen Zhang, Yiming Zhang, Yuxiang Zhou



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OUR OUTLOOKS ARE IMPROVED

1. Functional Programming:
Elm: avoid run time problem & is much easier to debug.
Front-end programming: gives us a wider view of computer and programming.
2. Game Design:
It's quite hard to polish a plot and pay attention to user experience. What we need to do to develop a project is more than programming.
3. Use proper methods to work as a group:
We acquire a lot of strategies like regular scrum-meetings and sprint to improve team efficiency.



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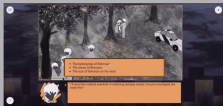
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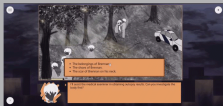
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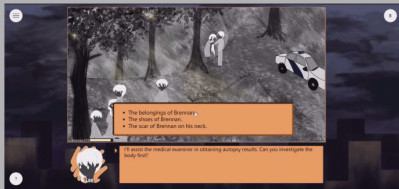
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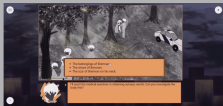
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