

Poster

Civilization Restart



What we have achieved

- Designing two projects on our own from a zero level
- A good command of functional programming coding skills.
- Designing Trailer video
- Well-developed organizations and cooperations

Developing team



Siyuan Lin



Zihao Wei



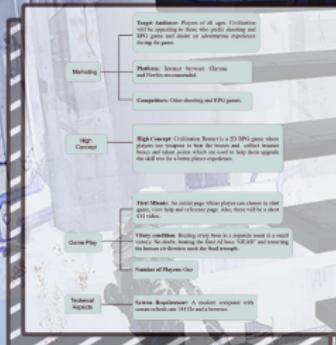
Qifei Wu



Yidong Huang

Concept Diagram

Influences on our outlook



Game Introduction

Our game is a 2D role-playing and third-person shooter game. You, as the last hope of human, are destined to save the world dominated by AI monsters. Will you finish this task? Will you save the ruined world?

This game is written in Elm and is available on:
<http://focs.ji.sjtu.edu.cn/vg100/demo/p2team1/>

- Regular meetings help reflect past work and make efficient future plans.

- Improving coding quality and skills facilitate the project development for the whole team.

- An advanced project proposal needs to be designed and drafted multiple times before an agreement.

- Not only the programming for the software is important, the engaging story line embedded inside is also necessary.

- Design a good game narrative can appeal to players to a large degree.

What we have learned:

Communication Part:

- Functional Programming

- Coding Quality

- Develop a software project

- Use Git repository efficiently and proficiently

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Technical Part:

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究大連高研院

Yidong Huang

Taylor Anderson, Project of Civilization
Restart, aiming to show the public during the
COVID-19 pandemic how to achieve happiness

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as the last hope
by AI monster
world?
This game is w
<http://focs.ji.sj>

Technical
Aspects

Target Audience: Players of all ages. Civilization will be appealing to those who prefer shooting and RPG game and desire an adventurous experience during the game.

Marketing

Platform: Internet browser. Chrome and Firefox recommended.

Competitors: Other shooting and RPG games.

High
Concept

High Concept: Civilization Restart is a 2D RPG game where players use weapons to beat the bosses and collect treasure boxes and talent points which are used to help them upgrade the skill tree for a better player experience.

Game Play

First Minute: An initial page where player can choose to start game, view help and reference page. Also, there will be a short CG video.

Victory condition: Beating every boss in a separate room is a small victory. No doubt, beating the final AI boss "GEAR" and restarting the human civilization mark the final triumph.

Number of Players: One

System Requirement: A modern computer with screen refresh rate 144 Hz and a browser.