

互動科技創新運用

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自我介紹

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作品經歷：裝置 3D 動畫

目前對動畫比較有興趣



周詩涵

作品經歷：偶動畫、2D遊戲

平常用電腦繪圖



The image features a vibrant red background. A dark red, textured diagonal band runs from the bottom left towards the top right. On the left side, there is a dark silhouette of a person's head in profile, facing right. On the right side, there is a dark silhouette of a person's head in profile, facing left. The two silhouettes appear to be looking at each other, with the dark red band positioned between them.

Super Carrier

動機

與現實連結的有趣小現象—

將沒有戴口罩視為一種攻擊動作

遊玩內容

玩家藉由戴口罩與脫口罩兩個動作來獲取積分

遊戲過程中會遇到不同NPC，根據NPC的屬性給予
保護與**攻擊**兩個應對方式，玩家的應對方式如果
正確則給予分數，失敗則扣除玩家血量

遊戲畫面示意



如何製作

- 用AI訓練出戴口罩與不戴口罩兩種模式
- 遊戲版面與角色設計
- 不斷更新的NPC
- 積分累積紀錄與血量狀態

The background features two dark silhouettes of people's heads in profile, facing each other. A large, light-colored triangle with a fine, grainy texture is positioned in the center, pointing downwards. The text is centered within this triangle.

感謝聆聽！！！！