

# Пакет сервисных программ для игровых проектов

Дегтярев Александр Александрович

гр 393551



Basement by HalfBus — Kickstarter

Secure | https://www.kickstarter.com/projects/2099606325/basement?token=fd1fba76

Alexander

Campaign FAQ 3 Updates 37 Comments 433 Community Share this project Save

**Basement**

Minsk, Belarus • Video Games

**\$28,323**  
pledged of \$15,000 goal

**2,194**  
backers

Still want to Back This Project?  
Welcome here!

PayPal

ESTIMATED DELIVERY: Dec 2014 SHIPS TO: Anywhere in the world

Pledge US\$ 5 or more

SUPPORT

Project supporter. You'll receive a postcard designed and signed by developers! Also you'll get access to our closed forum thread for backers only.

ESTIMATED DELIVERY: Dec 2014 SHIPS TO: Anywhere in the world

5 backers

Pledge US\$ 8 or more

THE GAME

DRM-free copy of the game for PC, Mac and Linux, at a lower price available only through this Kickstarter, including game Steam key if it beats Greenlight! Previous reward is included.

ESTIMATED DELIVERY: Feb 2015 SHIPS TO: Anywhere in the world

1,099 backers

Basement on Steam Alexander

Valve Corp. [US] | https://store.steampowered.com/app/340150/Basement/

Install Steam login language

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All Games > Strategy Games > Basement

# Basement

Community Hub

**Basement**

Basement is a strategy game, where you play as a desperate scientist who chose the wrong path in his life. That path seemed easy, but turned into a deadly one. You have no choice but to build the most effective enterprise and stay alive in a cruel world of illegal business.

RECENT REVIEWS: Mostly Negative (15)  
ALL REVIEWS: Very Positive (1,135)

RELEASE DATE: 30 Apr, 2015

DEVELOPER: Halfbus  
PUBLISHER: Halfbus

Popular user-defined tags for this product:  
Early Access Management Strategy Simulation

IN DEVELOPMENT

Sign in to add this item to your wishlist, follow it, or mark it as not interested

Early Access Game Is this game relevant to you?

Unity Asset Store - The Best [X](#)

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Secure | <https://assetstore.unity.com>

unity Asset Store 3D 2D Add-Ins Audio Templates Tools VFX

All Assets Type here to search assets Plus/Pro June 2018: Free Assets Impressive New Assets Shop On Old Store

Explore the beautiful environment of Book of the Dead in this free environment asset package.

Download now

### Recommended For You

**BOLT**  
VISUAL SCRIPTING

LUDIQ  
Bolt  
\$79 **\$56** Plus/Pro

**Rewired**  
Advanced Input

GUAVAMAN ENTERPRISES  
Rewired  
\$45

**ODIN**  
INSPECTOR & SERIALIZER

DEVOOG  
Odin - Inspector and Seria...  
\$45

**AMPLIFY COLOR**

AMPLIFY CREATIONS  
Amplify Color  
\$25 **\$20** Plus/Pro

**INCONTR**

GALLANT GAMES  
InControl  
\$35 **\$28**

### RPG See more

assetstore.unity.com/packages/1.../book-of-the-dead-environment-121175

Marketplace - UE4 Marketplace X Alexander

Secure | https://www.unrealengine.com/marketplace/store

EPIC GAMES > UNREAL ENGINE ABOUT RESOURCES COMMUNITY MARKETPLACE ENTERPRISE DOWNLOAD

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**FEATURED** Post Apocalyptic Props Pack ₱ 1,958.06

**FEATURED** Cute Unicorns ₱ 1,174.52

Now supports Oculus Touch **VR GUN TOOL KIT** Gun system for VR Modular, scalable. ₱ 3,133.37

**FEATURED** Welcome to Quick Gravity Settings! Choose any trigger to test the colored boxes on Quick Gravity Tools ₱ 782.75

**FEATURED** Anti Gravity Physics ₱ 5,483.98

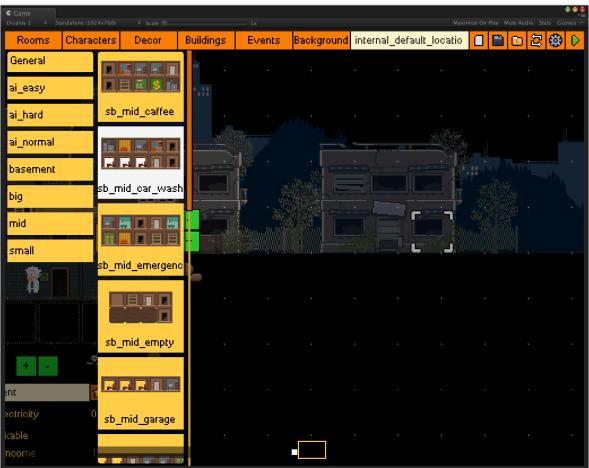
**FEATURED** Rodents: Rabbit Squirrel and Rat ₱ 5,092.21

<https://www.unrealengine.com/marketplace/anti-gravity-vehicle>

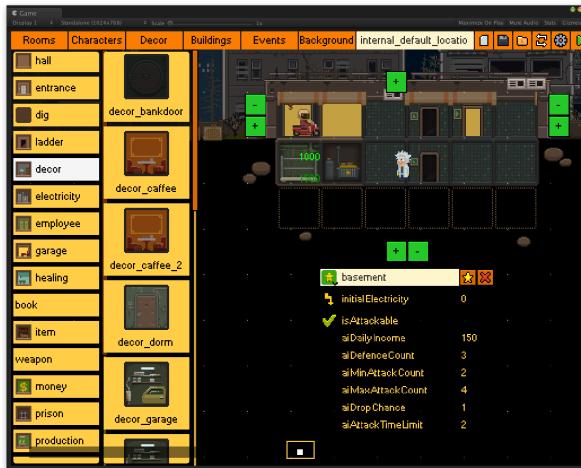
- Внешние ресурсы
- Сценарии
- Уровни
- Анимации
- Локализация

# Окна редактора уровней

Вкладка выбора зданий



Пример выбора и расстановки комнат



Пример выбора и расстановки персонажей



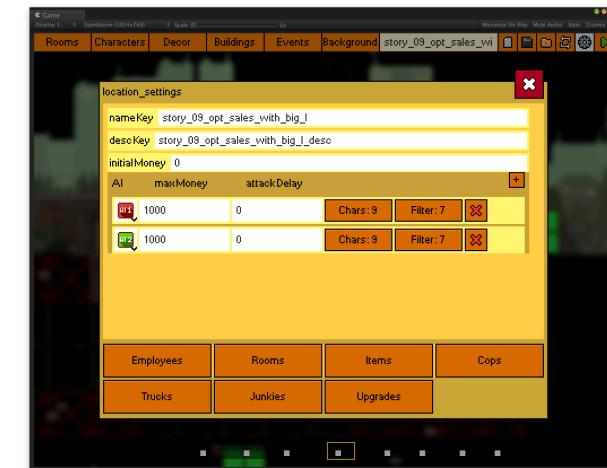
Пример настройки декора зданий

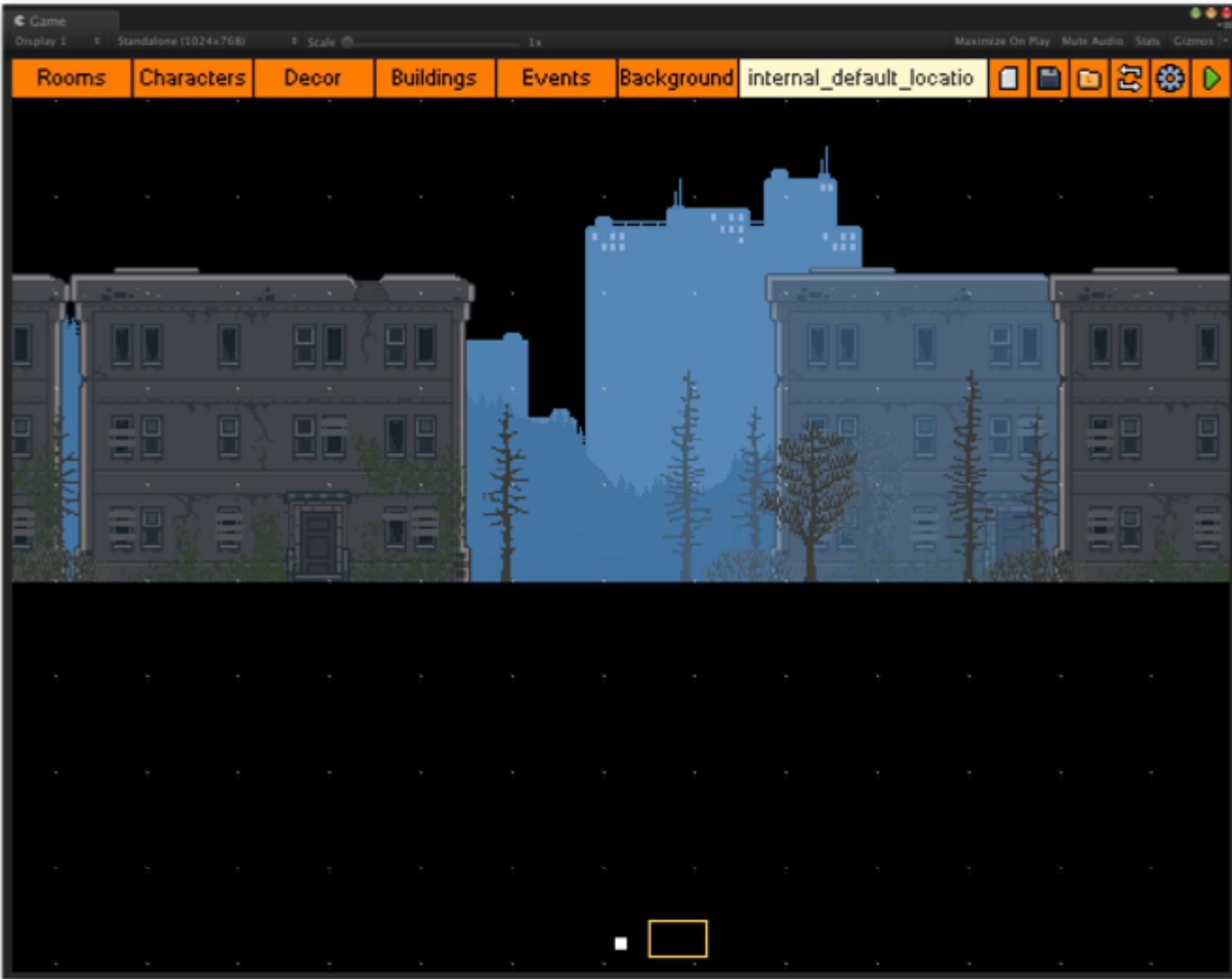


Окно настройки фоновых изображений уровня

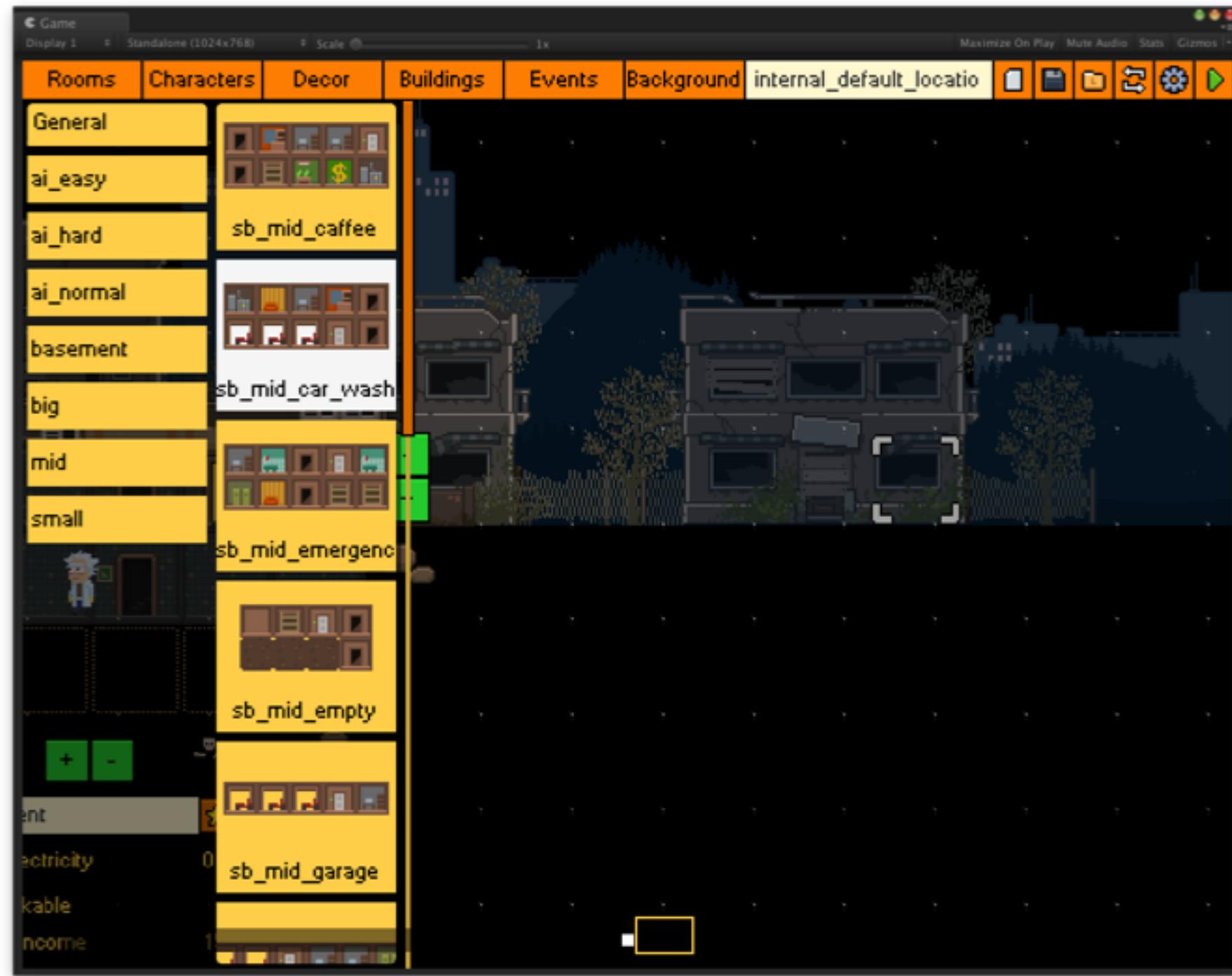


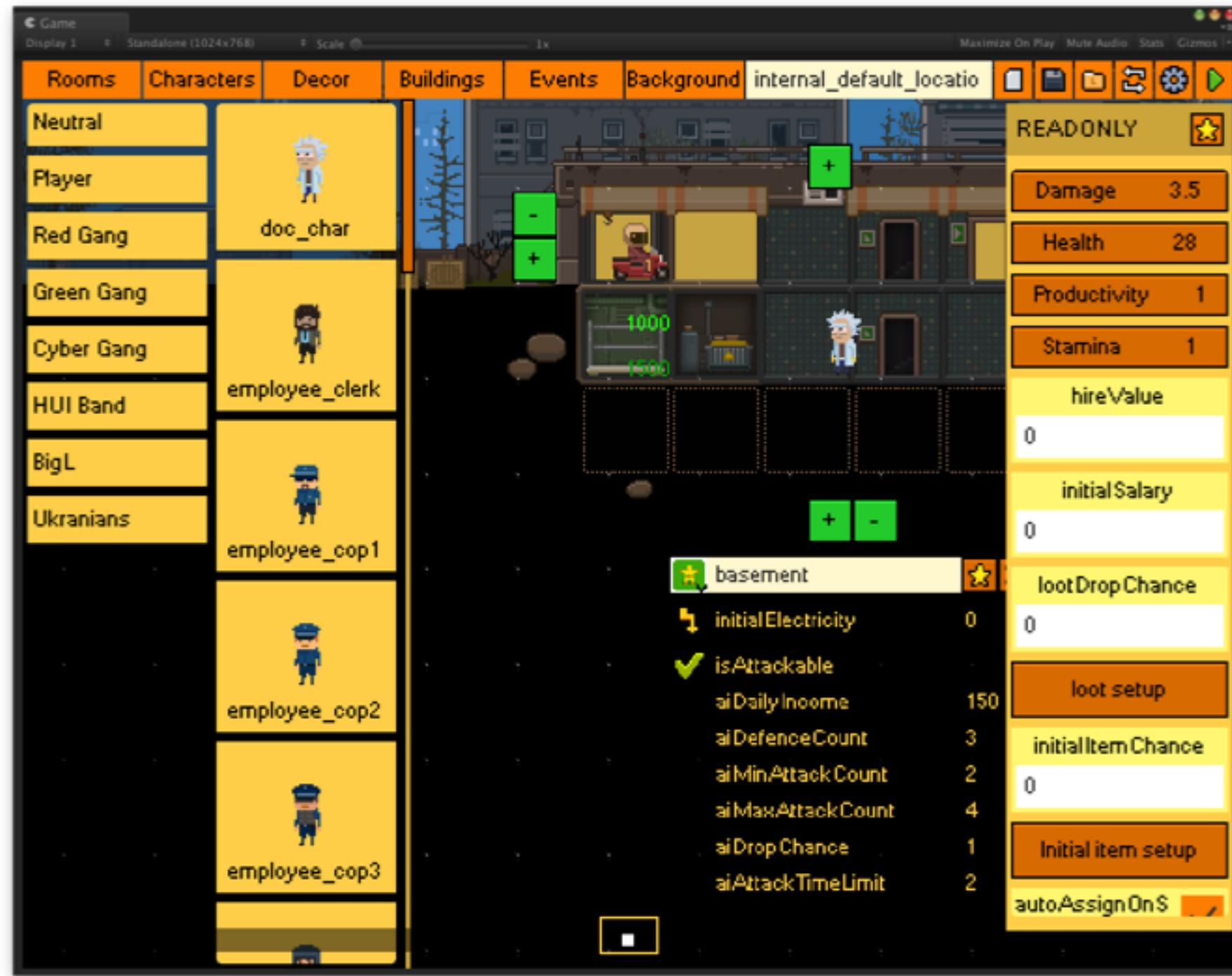
Окно настроек уровня



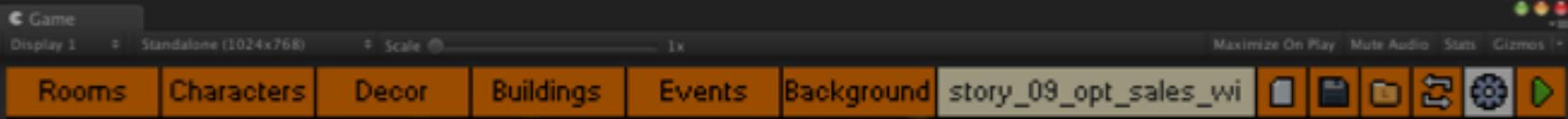












location\_settings

**nameKey** story\_09\_opt\_sales\_with\_big\_l

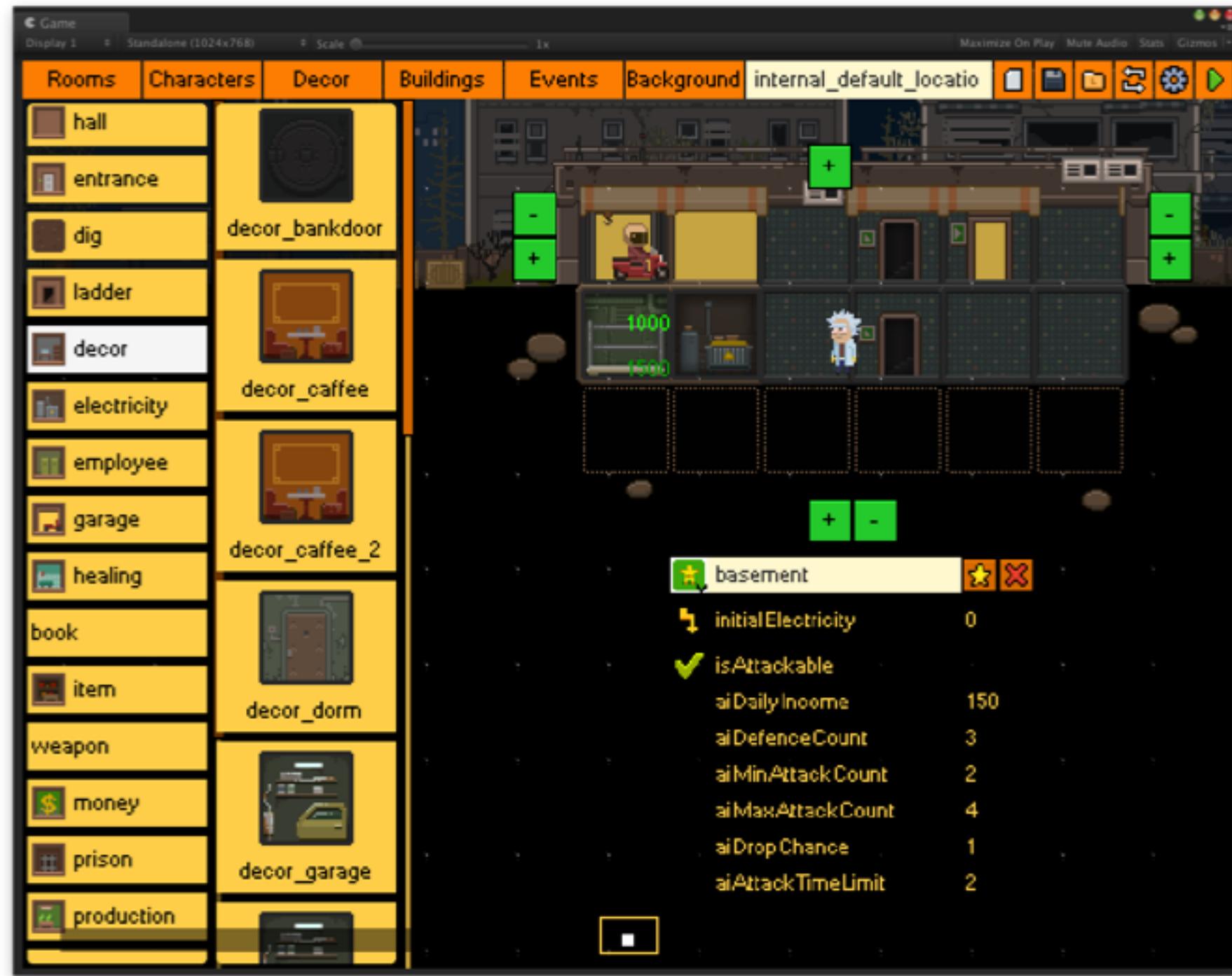
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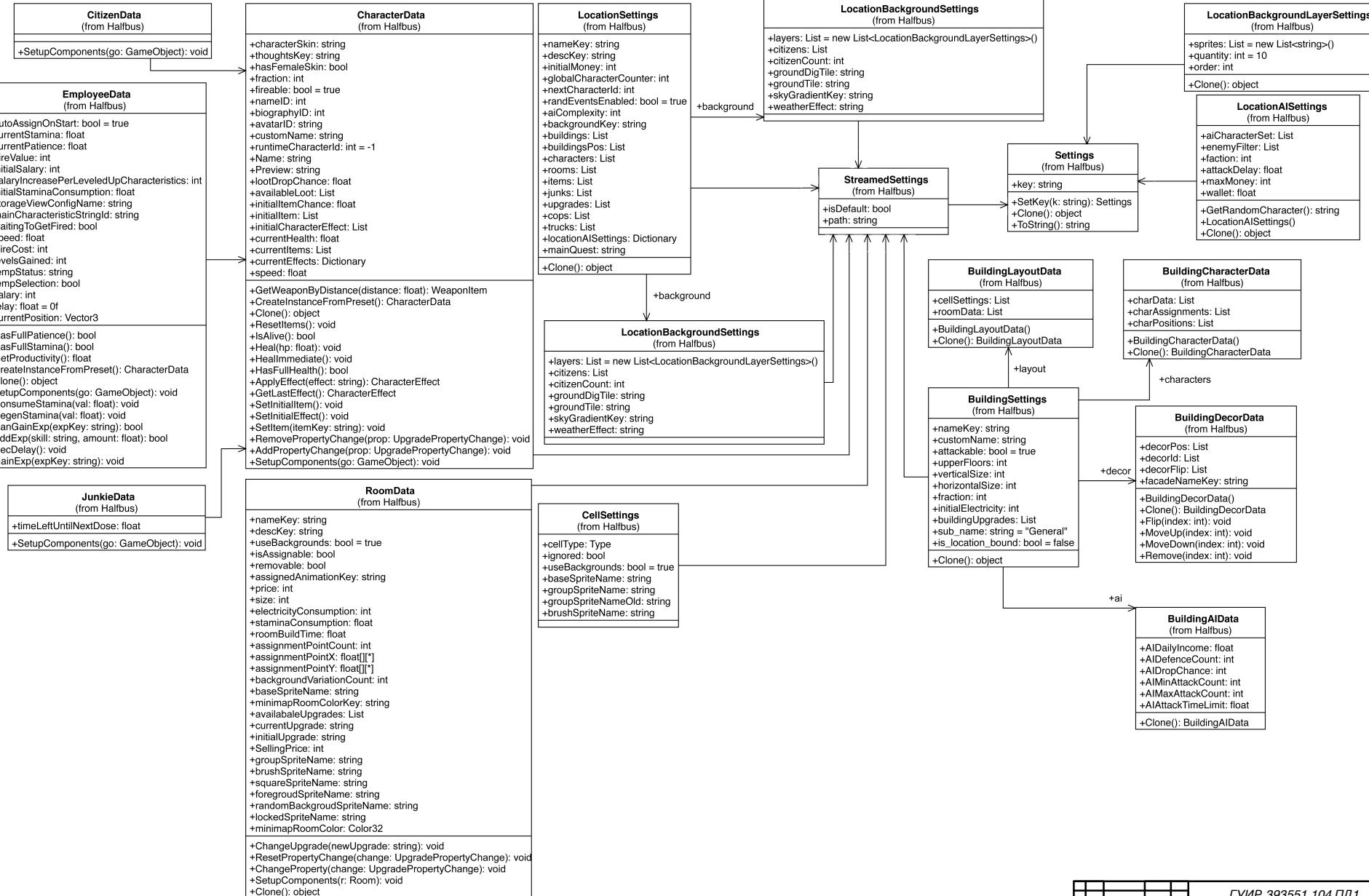
**initialMoney** 0

AI	maxMoney	attackDelay	
AI1	1000	0	Chars: 9 Filter: 7 <span style="color: red;">X</span>
AI2	1000	0	Chars: 9 Filter: 7 <span style="color: red;">X</span>

**Employees**    **Rooms**    **Items**    **Cops**

**Trucks**    **Junkies**    **Upgrades**





Л	Номер	План.	Дата	Лит.	Масса	Массаж
Разраб.	Денисов А.А.					
Прое.	Широков А.А.					
Технол.	Тихонов В.И.					
Редакц.						
Изм.нр.	Ивановский В.В.					
Утв.	Балашов Н.А.					

ГУИР.393551.104 ПД1

Диаграмма классов редактора уровней

Лист 1 из 1

ИтП гр. 393551

Localization - Google Sheets

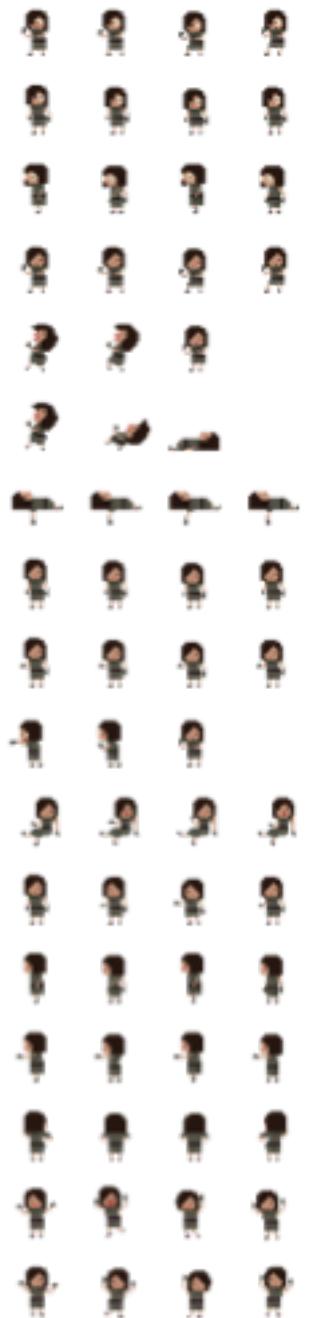
Alexander

Secure | https://docs.google.com/spreadsheets/d/1jOEAW5XMwHetQ4N6BIO5wYArRArb7lQWozzyV1KLQ/edit#gid=720728561

SHARE

Comment

	A	B	C	D	E
1	Comment	Key	English	Russian	German
21		it_respirator_01_desc	Eliminates harmful vapor effects and increases productivity.	Устраняет воздействие вредных испарений, тем самым повышает производительность и уменьшает пенсию, если ты собираешься до неё дожить.	Eliminiert Effekte der schädlichen Dämpfe und erhöht Produktivität.
22		it_knuckles_01	Knuckles	Кастет	Knöchel
23		it_knuckles_01_desc	Increases fist weight and it causes more damage.	Недавленный паджет для открывания пива и черепов.	Erhöht das Gewicht der Faust und verursacht dadurch mehr Schaden.
24		it_sportheelmet_01	Headgear	Спортивный шлем	Kopfbedeckung
25		it_sportheelmet_01_desc	Training equipment. You'll definitely look silly in this one.	Тренировочный шлем. В нем ты будешь выглядеть довольно глупо. Поможет вынести пару ударов в лицо.	Trainingsausrüstung. Du wirst darin definitiv dämlich aussehen.
26		it_shocker_01	Taser	Электрошокер	Taser
27		it_shocker_01_desc	Can immobilize the attacker.	Обездвиживает нападающего. Чувак, которого ударили этой штукой, будет смешно дрыгаться.	Kann den Angreifer bewegungsunfähig machen.
28		it_pistol_01	Pistol	Пистолет	Pistole
29		it_pistol_01_desc	The simplest ranged weapon in the game.	Простое и надёжное оружие, на котором куча каких-то переключателей, а ещё его иногда клинит.	Die einfachste Fernkampfwaffe im gesamten Spiel.
30		it_book_skill_01	Skill brochure	Брошюра "Скилл"	Broschüre "Fähigkeiten"
31		it_book_damage_01	Fighting brochure	Брошюра "Драка"	Broschüre "Kampf"
32		it_book_prod_01	Productivity brochure	Брошюра "Производительность"	Broschüre "Produktivität"
33		it_book_health_01	Self-treatment brochure	Брошюра "Уринотерапия"	Broschüre "Selbstbehandlung"
34		it_book_stamina_01	Stamina brochure	Брошюра "Выносливость"	Broschüre "Ausdauer"
35		it_book_skill_02	Skill magazine	Журнал "Скилл"	Magazin "Fähigkeiten"
36		it_book_damage_02	Fighting magazine	Журнал "Драка"	Magazin "Kampf"
37		it_book_prod_02	Productivity magazine	Журнал "Производительность"	Magazin "Produktivität"
38		it_book_health_02	Self-treatment magazine	Журнал "Самолечение"	Magazin "Selbstbehandlung"
39		it_book_stamina_02	Stamina magazine	Журнал "Выносливость"	Magazin "Ausdauer"
40		it_book_skill_03	Skill book	Универсальный самоучитель	Buch "Fähigkeiten"
41		it_book_damage_03	Fighting book	Учебная программа "Танк"	Buch "Kampf"
42		it_book_prod_03	Productivity book	Самоучитель по производительности	Buch "Produktivität"
43		it_book_health_03	Self-treatment book	Самоучитель по самолечению	Buch "Selbstbehandlung"



Персонажи



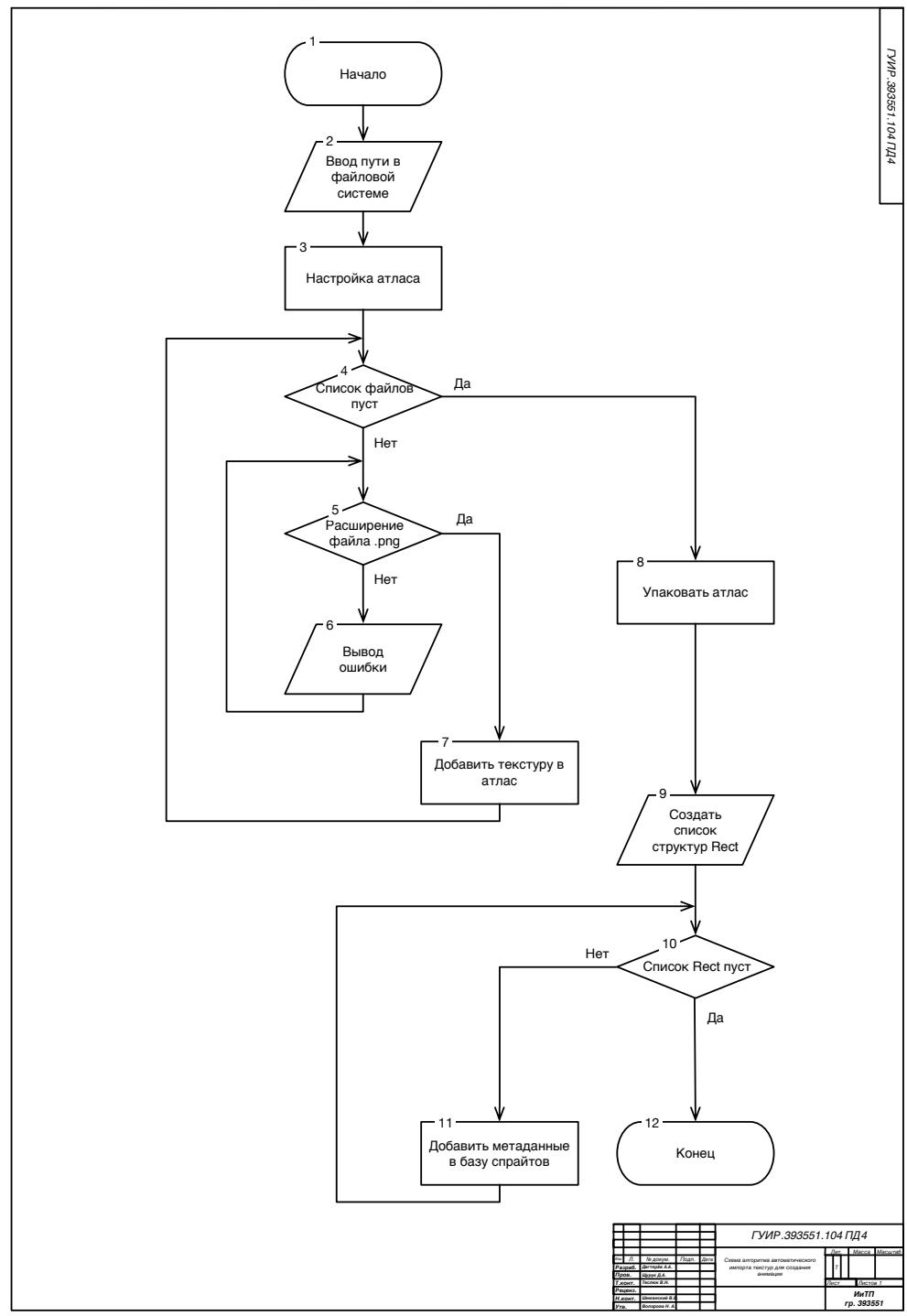
Комнаты



Транспорт



Портреты



ImportSettings.json

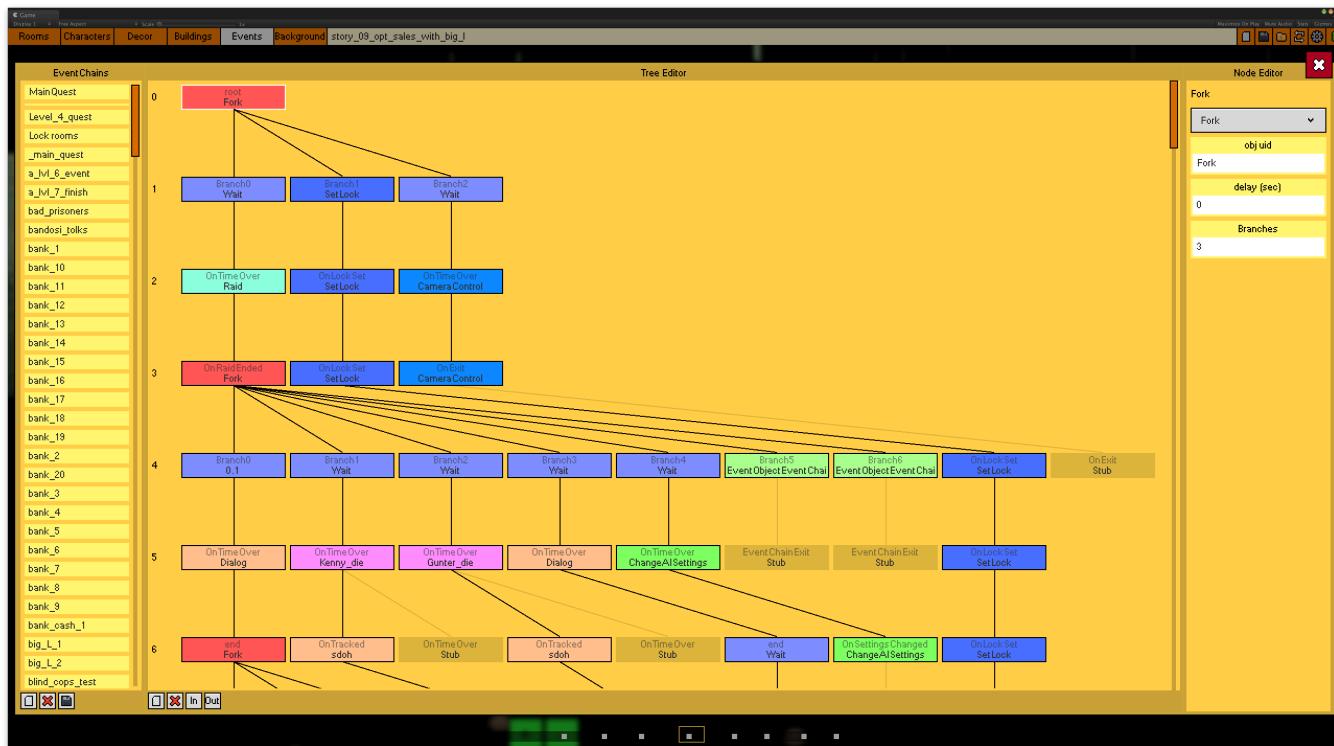
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        }
      ]
    }
  ]
}
```

OmniSharp : Server Running, Line 1, Column 1

UTF-8 Tab Size: 4 JSON

# Окно редактора сценариев

Окно редактора сценариев



**Event Object Event Chain**

Event Object Event Cha ▾  
obj uid  
Event Object Event Chain  
delay (sec)  
0  
Level\_4\_quest ▾

**FireCharacter**

FireCharacter ▾  
obj uid  
FireCharacter  
delay (sec)  
0  
gang1\_weak ▾  
bd\_gunters\_un ▾  
Fire count  
-1  
Kill? ▾

**ChangeAISettings**

ChangeAISettings ▾  
obj uid  
ChangeAISettings  
delay (sec)  
0  
Neutral ▾  
maxMoney  
1000  
!!! Characters  
!!! Filter

**SetLock**

Set Lock ▾  
obj uid  
Set Lock  
delay (sec)  
0  
ProductWhite ▾  
Set state  
Orange

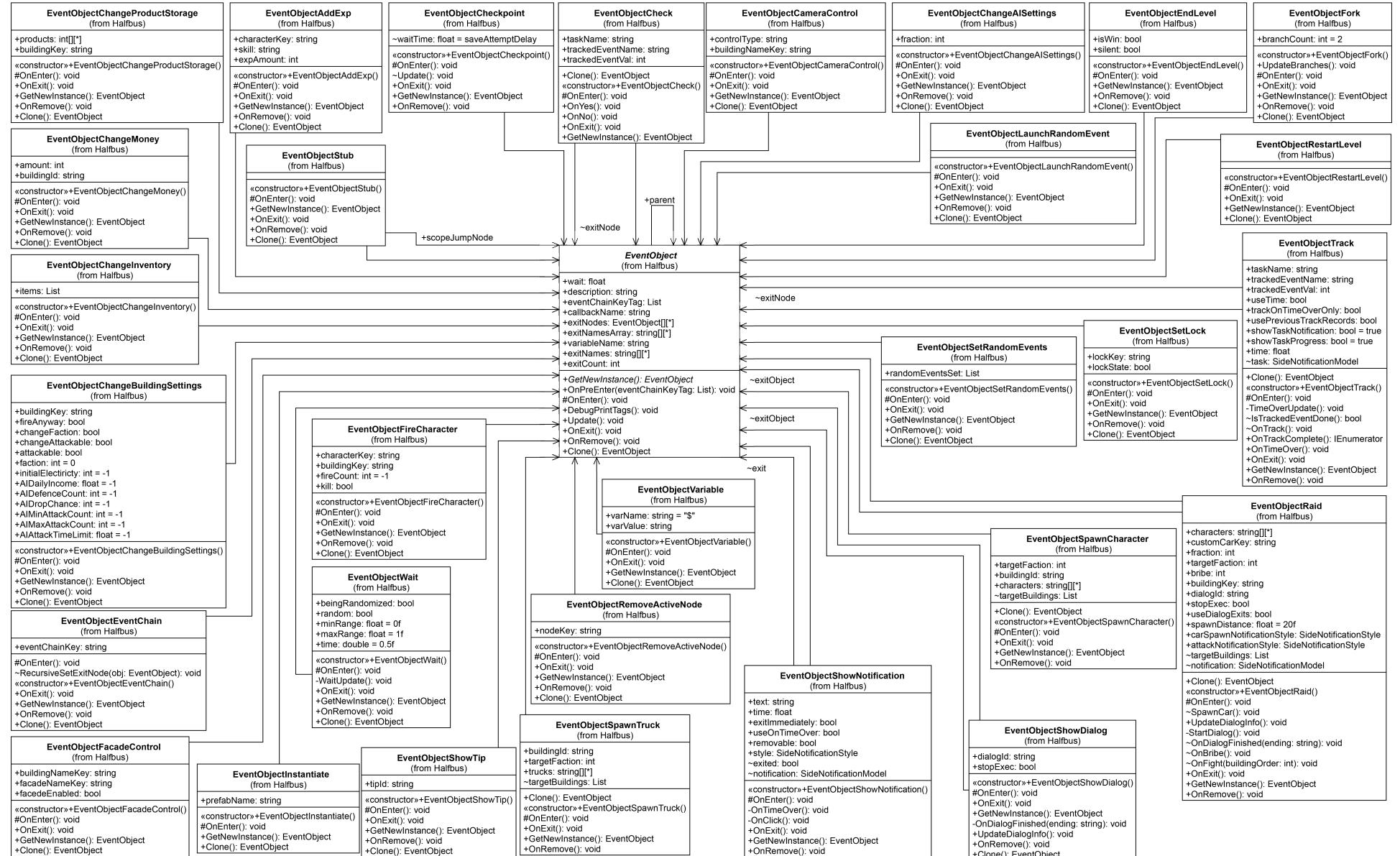
Контекстные окна настроек

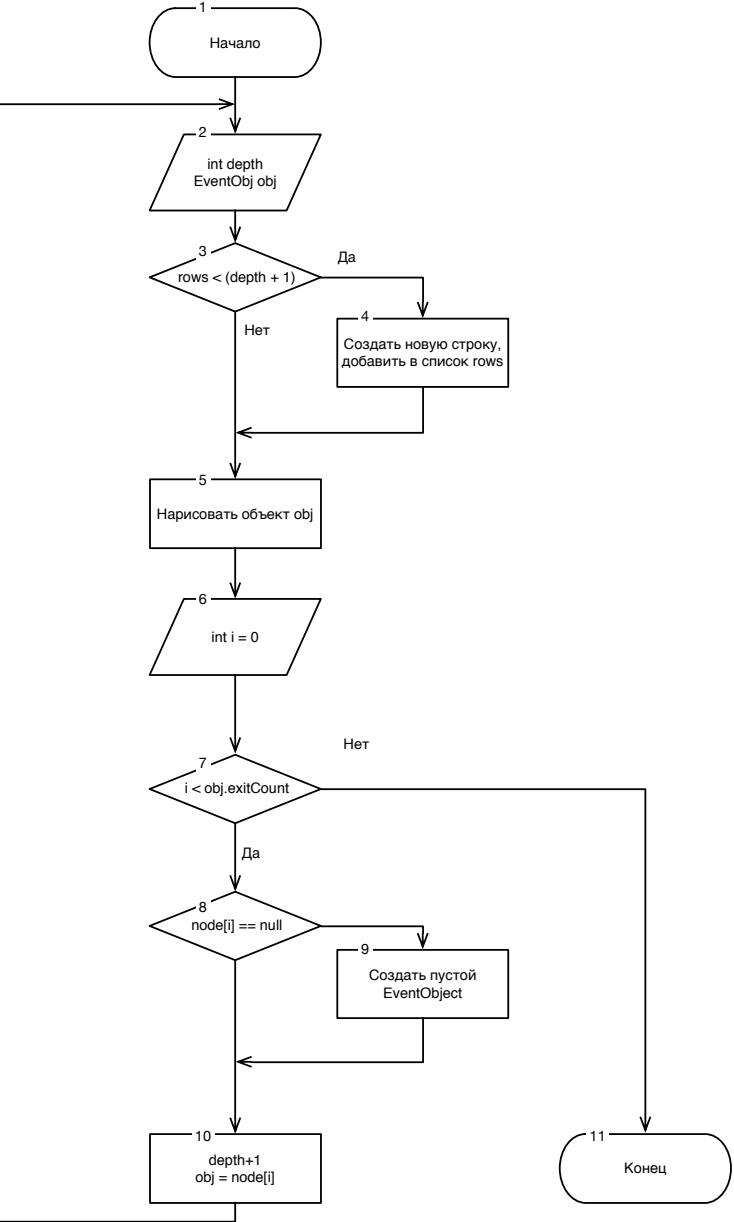
**Raid**

Raid ▾  
obj uid  
Raid  
delay (sec)  
0  
Branches  
3

**ChangeBuildingSettings**

Change Building Setting ▾  
obj uid  
Change Building Settings  
delay (sec)  
0  
Building Key ▾  
bd\_fel\_01 ▾  
Change Faction  
FireAll  
attacker faction  
Neutral ▾  
Dialog ID  
Enter text...  
use Dialog Endings  
bribe  
0  
spawn Distance  
20  
Custom Car Key  
Enter text...  
!!! Characters  
Car notification  
Warning ▾  
Fight notification  
Alert ▾





Basement levels | Trello

Secure | https://trello.com/b/JPHVgtal/\_basement-levels

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Basement levels | Halfbus Free | Team Visible |

Backlog

Documentation

Add a card...

Waiting for feature (BLOCKED)

Level 1: Tutorial

Jan 10 | 1 | 21/23

Level 6: Kenny in prison

Jan 18 | 3 | 15/16

Level 5: Gang returns

Jan 17 | 1 | 31/32

M\_12\_final\_fight

8/14

Add a card...

Doing

тестирование всех уровней

06

Add a card...

Testing

Level 9: Opt sales with big L

Feb 5 | 1 | 27/29

Level 10: Seed save

02 | 12/13

Level 11: Felix in fire

Jan 26 | 3 | 1

37/37

Add a card...

Done

Add a card...