

Take inspiration from “Re: Life in a different world from zero”

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[illegible]

Overall Design

"If you can not keep your promise, don't make a promise to a girl."

-- "Halo"

The Origin of Inspiration



I have been very interested in " Re: Life in a different world from zero " for a long time. What's more, I have read novels and anime many times, and the role of Rem has left a deep impression on me. However, I am not only addicted to unidirectional communication (reading novels and watching anime), but also yearn for bidirectional communication. I hope to be able to interact with my favorite characters. Therefore, designing a game related to Rem has become my choice.



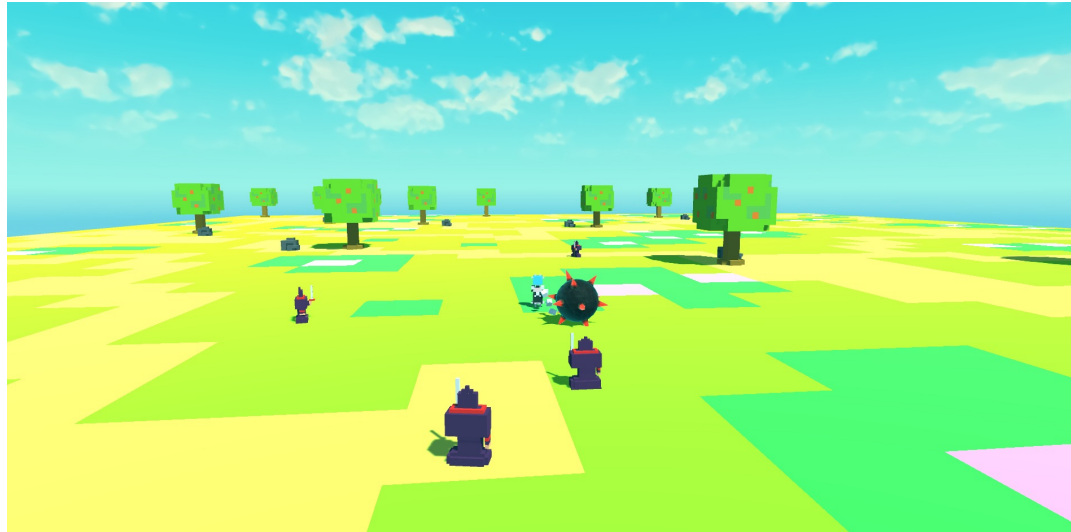
Overall Design

Character

Rem, the protagonist of the game, confronts the villainous **Witch Cult** of the game.

Movement

The characters can move in all directions, **contracting and stretching** their bodies during the movement. A key (rotate left), D key (rotate right).



Weapon

Meteor hammer. The chain is connected to the meteor hammer, and Rem can control the meteor hammer by controlling the chain.

Attack

Rem attacks the Witch Cult **by shaking a meteor hammer**, and the attacked Witch Cult will turn into a pool of blood.

[illegible]

Characters and Scenes

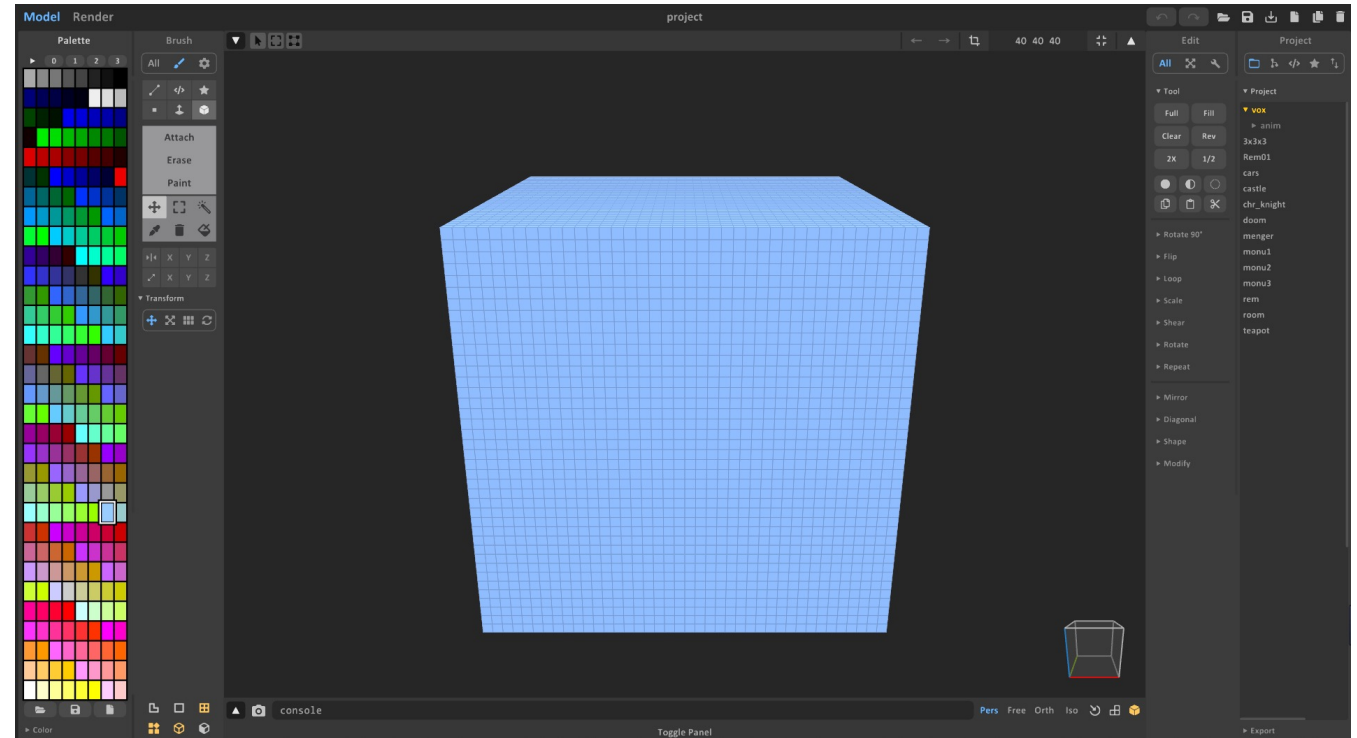
"A man chooses; a slave obeys."

-- "BioShock"

Modeling Software

In the “Fight it out, Rem!”, all the characters and scenes are voxel models established by **Magicavoxel**. **Magicavoxel** is a lightweight voxel editor independently developed by gltracy, and the rendering effect is outstanding. Furthermore, its own rendering tools can show different **light conditions, illuminance, brightness** and **acutance**.

Magicavoxel

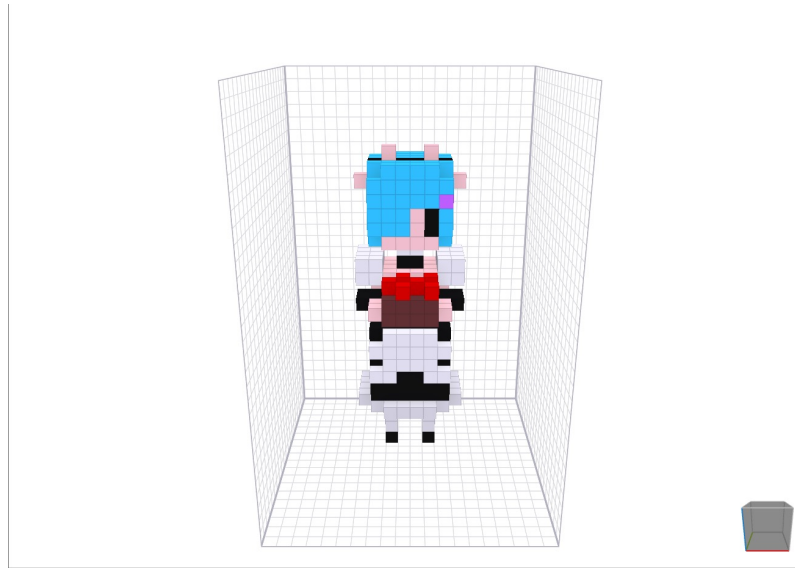


The Protagonist——Rem

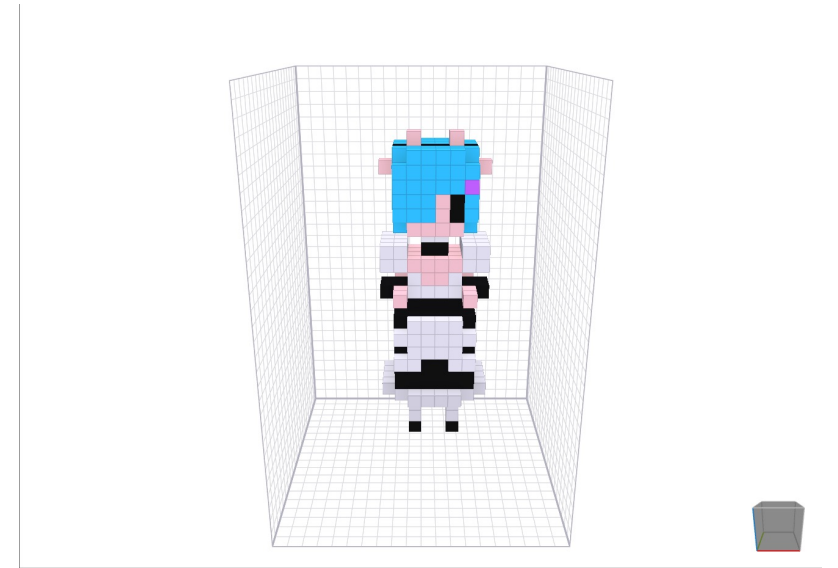
Rem Prototype



Rem Modeling



Rem Modeling

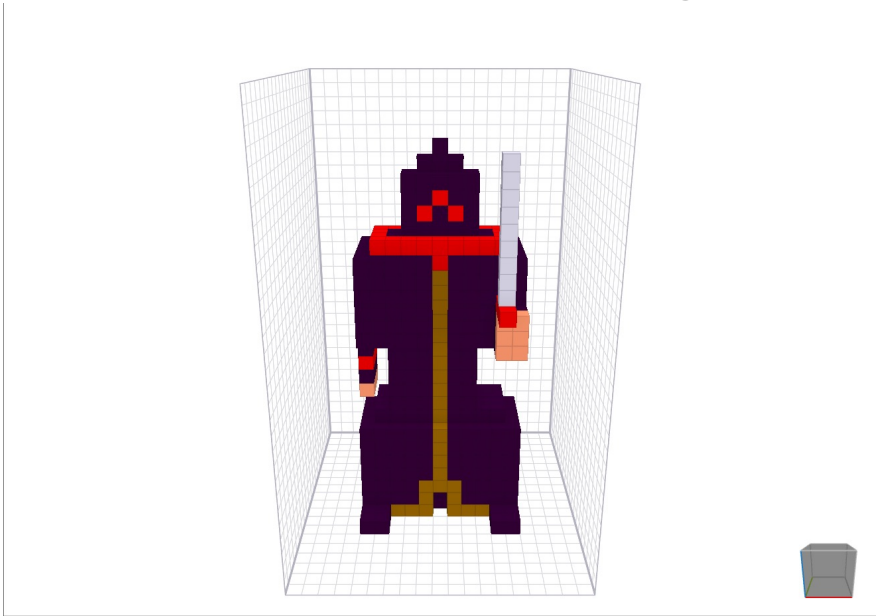


The Villain——Witch Cult

Witch Cult Prototype

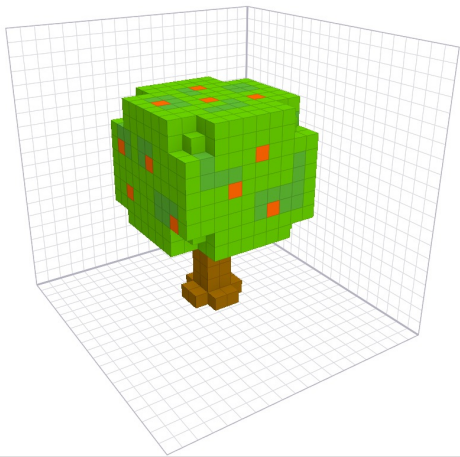


Witch Cult Modeling

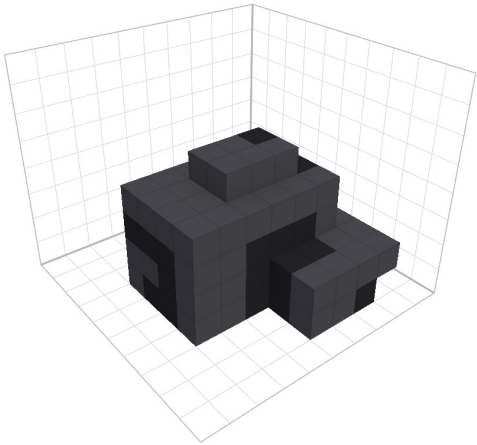


The Scene——Tree, Stone, Plane

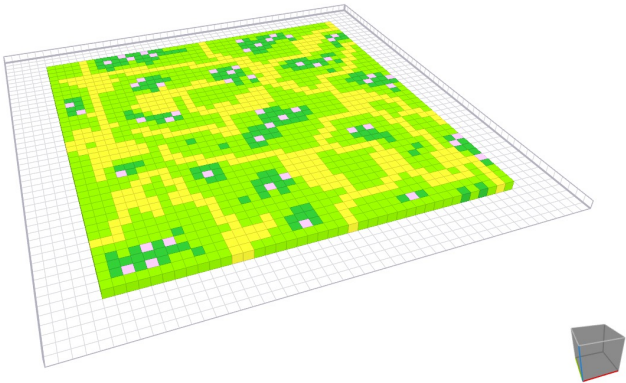
Tree Modeling



Stone Modeling



Plane Modeling



Game Scripts

"Everything is teetering on the edge of everything"

-- "Spec Ops: The Line"

Programming



01

The ground extends indefinitely

In order to prevent the game characters from falling from the edge of the ground, the programming implementation allows the ground to extend indefinitely, in which trees and stones are also part of the ground.

02

Monster refreshing mode

In order to ensure the sustainability of the game, witch cults will be refreshed constantly, so it is necessary to set the refresh frequency and refresh position to keep with cults refreshed.

03

Character animation

All characters will have an animation of contracting and stretching during the process of movement, which makes the characters look very cute during the whole movement.

"Nothing is true, everything is permitted"

A close-up, hand-drawn sketch of a pencil drawing a line on a grid. The pencil is shown in profile, with its tip touching the grid lines. The drawing is done in a simple, illustrative style, with the pencil's body and the grid lines clearly visible. The background is a light gray grid pattern.



Parents are always worried that their children are addicted to games, and the elderly cannot keep up with the technology of the times and are troubled by their age. So, I dream of developing games for better suited for their age. Both children and the elderly need games. Games have a lot of positive significance for people and will bring more happiness to them.

Meet the needs to communicate with others.

Because games can tear down social walls. In real life, we only associate with people who are familiar or nearby, but in the game world, we can cooperate with strangers thousands of miles away.

A way to satisfy one's instinctive desire.

Games provide a way to release depression. In the game, the players fought together and killed the "enemies" one by one, venting their pent-up emotions.

Connect with a great goal and gain the meaning of life.

For example, the game "Minecraft" allows people to experience the connection with grand goals. When some great buildings are copied, these productions are linked with human civilization, and the players engaged in this kind of creation can be proud of it.

The "Fight it out, Rem!" can't reach the above three points, but I have always been aiming at the above three points during the development of the game. I believe that my dream can be realized through my efforts..

