

AGE OF DISASTER

STORY

THE STORY TAKES PLACE IN TOKYO ON DECEMBER 21, 2012, WHICH IS THE DAY OF APOCALYPSE. AS THE MAIN CHARACTER DUSTIN GOES BACK HOME FROM SCHOOL, THE SKY SUDDENLY TURNS CLOUDY. VERY SOON, THE LAND SHAKES VIGOROUSLY AND AN EARTHQUAKE OCCURS.

GAME ELEMENTS

MAIN CHARACTER:

DUSTIN IS A 13 YEAR OLD STUDENT STUDYING AT YOGAWA MIDDLE SCHOOL. AS A SURVIVOR IN THE EARTHQUAKE, HE WOULD LIKE TO ESCAPE FROM THE RUINED CITY AND START HIS NEW LIFE ELSEWHERE.



GAME PLAY :

PLAYERS NEED TO MAKE DECISIONS ON THE WHAT TO PICK UP AND WHO TO INTERACT IN ORDER TO SOLVE THE PUZZLES AND ESCAPE FROM DANGERS.



METHODOLOGY

GAME ENGINE:

CRYENGINE3 WAS USED AS THE GAME ENGINE FOR THE FOLLOWING REASONS:

- SUPPORTS MULTI-CORE CPU
- PROVIDES HIGH DYNAMIC RANGE (HDR) RENDERING
- GENERATES REALISTIC SMOKE AND WATER EFFECTS

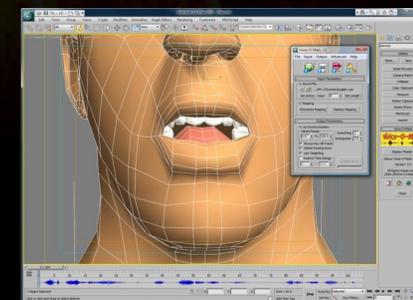


CRYENGINE 3

MODELING AND RENDERING:

SEVERAL PHRASES WERE INVOLVED WHEN DESIGNING THE GAME MODEL:

- POLYGONAL MODELING
- TEXTURE MAPPING
- COLOUR AND LIGHTING ADJUSTMENT

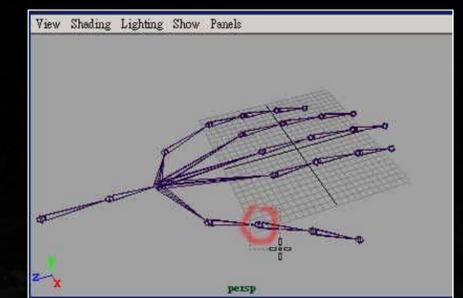


SKELETAL AND PARTICLE SYSTEM

ANIMATIONS:

THEY CAN ACHIEVE:

- CHARACTER AND OBJECT MOVEMENT
- EXPLOSION AND SMOKE EFFECTS



TESTING:

THE QUALITY OF THE GAME CAN BE ENHANCED BY:

- CODE TESTS
- PLAY TESTS



GAME FLOW :

