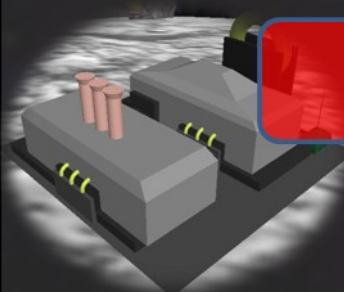


AFTER EARTH Multiplayer 3D strategic game

Hau Hon Yuen, Leung Chung Yin, Lee Yik Hin and Ng Ka Tsun

Advised by

Prof. Chi-Keung Tang



Story

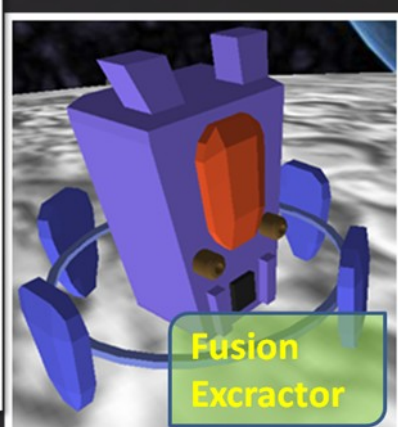
Human keep polluting the Earth and finally immigrant to other planets. Countries fight for planets with rare resources and war begins on this 3D strategic game...

Future Weapons

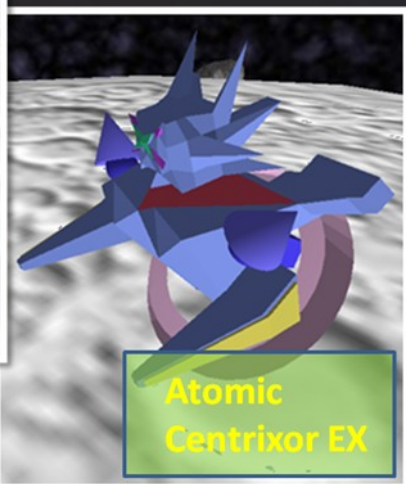
Human use weapons developed in 2100 to combat with one another.



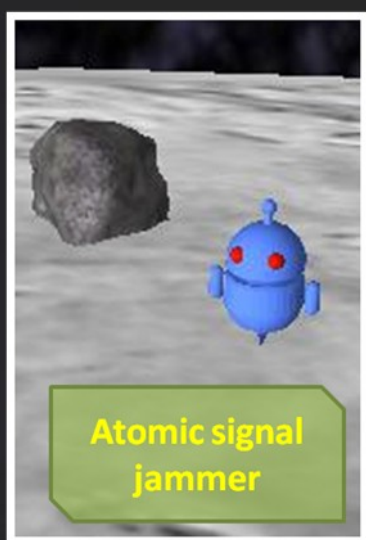
Quantum resonating emitter



Fusion Excractor



Atomic Centrixor EX

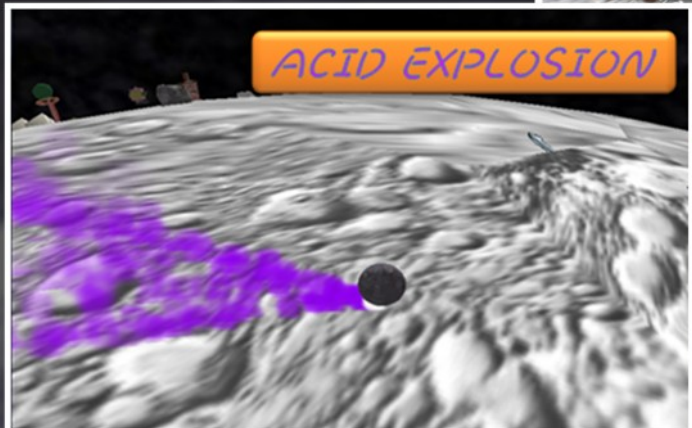


Atomic signal jammer

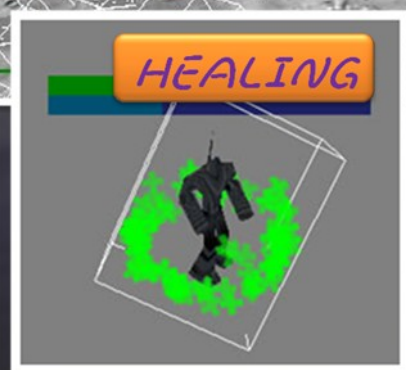
Fanzy Visual Effect



NUCLEAR EXPLOSION



ACID EXPLOSION



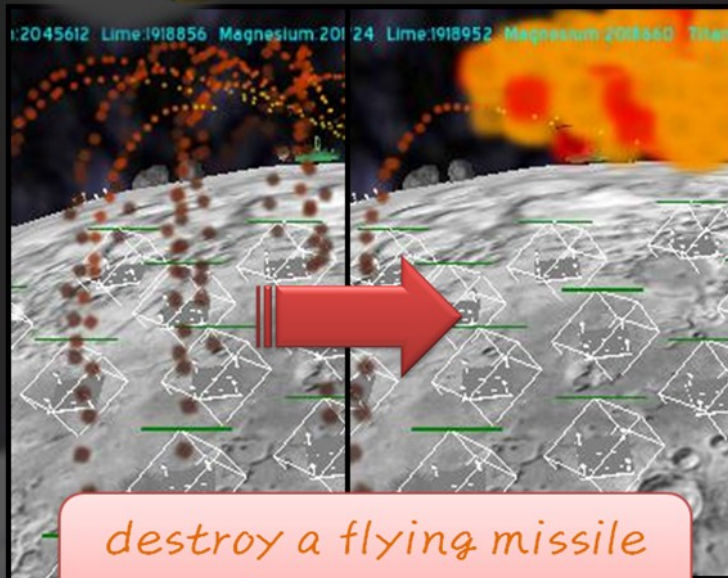
HEALING

Planet Map

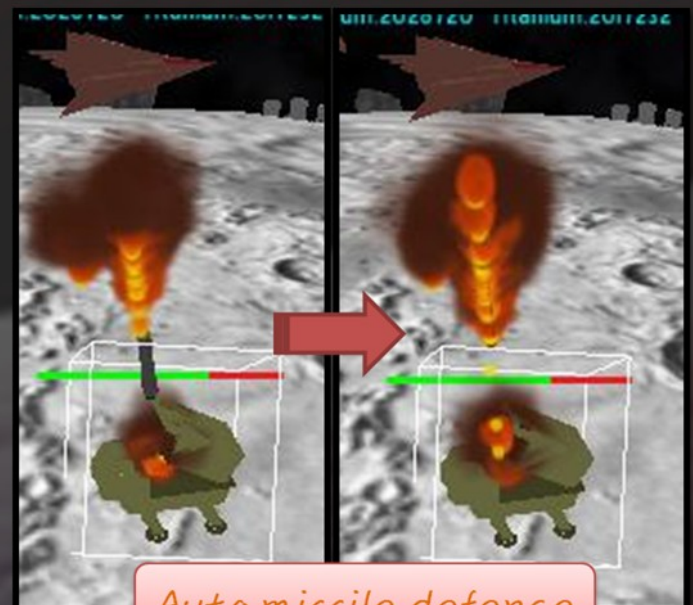
If a world map boundary is between Hong Kong and Macao, reaching Macao from

Hong Kong will be thousand miles away. This game uses a spherical planet map to simulate a planet such that NO BOUNDARY on the world map.

Missile Interceptor



destroy a flying missile by weapons

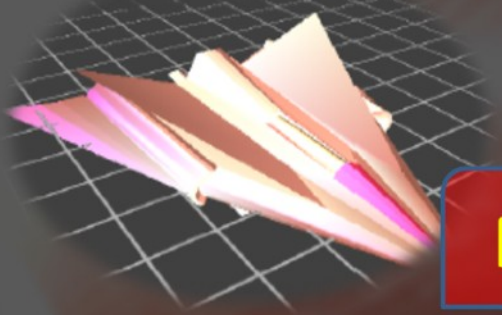


Auto missile defence

Tricky AI



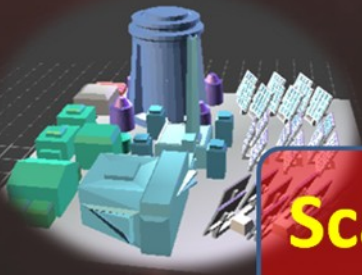
Even workers can kill a tank by strategies in AI. AI has cooperation with players.



Multi-player mode

Ad hoc server-client scheme supports up to 12 players.

Ad hoc socket library to minimize game lags.



Scalable structure

Support >1000 buildings and troops without lags.

Binary space partition algorithm and Octree are used to support huge amount of objects.

ScreenShot

