

UST Escape

The objective of this project is to develop a Role-Playing game with puzzling and interactive setting, which provides a creative gameplay and gives a special impression to player.

Story



Tom accidentally travel to the future of HKUST, when the decade that HKUST is under attacked by monsters. What secrets will he eventually find out behind the incident after he escape from HKUST?



Main Option

Two modes are provided:

- Story /Single-player mode
The whole plot of the story is started at here!
- Multi-player mode
Playing with your friend to kill monsters!



Features

Special battle method - QTE

QTE is an interactive context-sensitive game play method. Player is required to perform a sequence of specific actions or gestures for the sake of attacking monsters or defending monsters' attack. For example, touching, shaking and swiping.



Spuzzle solving

The whole game runs through an imaginary and mystical story, and requires player to solve some mysterious challenges to escape from the current place, such as finding a key in locker, and using it to open a door.



Inventory System

Player can find useful or extraordinary items during the game which have their special usages in different scenario. Some items can be equipped so that they can be bought to battle. Items can be used by either tapping on it once, or dropping it into a correct place. Caution! Don't drop useful item into an improper place, it will disappear!



Multi-player Mode

Battle with friend! Enjoy the game with the exciting battle. Compete with your friend through QTE! The faster guy will get advantaged! Test you response time, and be the top player! Multiplayer mode allows you to connect with your friend through worldwide network and battle with each other. Use WiFi or cellular, you can actually play in anywhere.

Methodology

The whole game is written by a game engine "Unity" using both language ---C# and JavaScript. Unity provides a powerful and integrated API with a user-friendly operating environment. Moreover, the majority of 2D graphic is drawn and designed by us using popular graphic software like Adobe Flash, Photoshop and Illustrator. Furthermore, Goldwave helps in the production of sound effects and wonderful music.

Screenshot

