"Into the Abyss"

A Role-Playing Game Development

A Special Problem

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Guintu, Vernon Edward E.

Muñoz, Eccarius Karl M.

Vida, Juan Paulo L.

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Abstract

"Into the Abyss" is a Role-Playing type of game designed and developed using various multimedia software such as Autodesk 3DS, Autodesk MotionBuilder, Unity and using the C# language. It is a 3rd person single player game where the player assumes the character of one of the 3 heroes who will go on an adventure to figure out the cause of the darkness that has recently plagued their kingdom and put an end to it. The proponents aim to create a game that not only entertains those who will be playing the game, but also relaxes them at the same time, playing the game also develops certain skills like their decision making and eye-hand coordination. The game can saves the progress of quests and character statistics and can hold several save data.

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To make the game appealing and costumed to trend, the proponents conducted interviews, surveys and test to see if the game piques the interest of the target audience. Unlike systems programming, developing a game has no definite goals and has constant changing requirements.

C# is the primary language used by the proponents in programming the game; with Java as secondary; Using Unity3D that supports both languages for scripting as long as the scripts don't rely on each other. Autodesk 3DS Max was used for 3D modeling and Autodesk MotionBuilder to animate the models.

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