

Fighting ZAO BA !!!

-- “起床战争” 概念介绍

Four Bad Guys
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优 秀 游 戏 参 考



PART.01

Backgrounds

当你一周有五节早八



🐾 The Story Begins Like ...

很久很久以前

You are a sophomore CS student...

你是一名计算机系大二学生。

**Countless tasks crush your spirit
and health...**

你有五节早八, 每天熬夜到2点。

**One early morning, you miss the class
and have an endless *bad dream*...**

某日清晨, 你一觉不醒 ...



PART.02

Gameplay

双人成行？空间旋转？是兄弟就快来砍我！



How to Control?

按 键 控 制



A/D Run



W jump



Q left rotate



E right rotate



Possible Scene

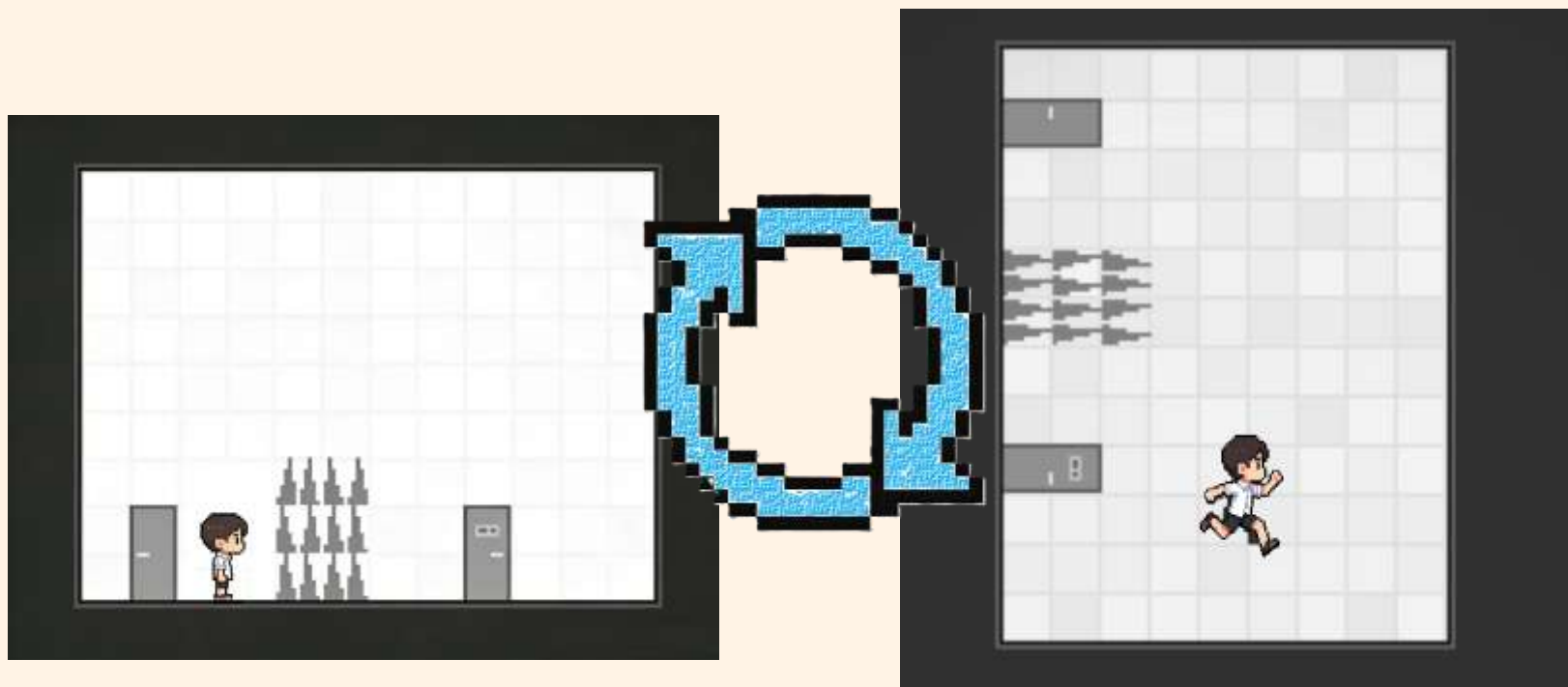
游戏场景示意





Mechanism I: The Rotatable Room

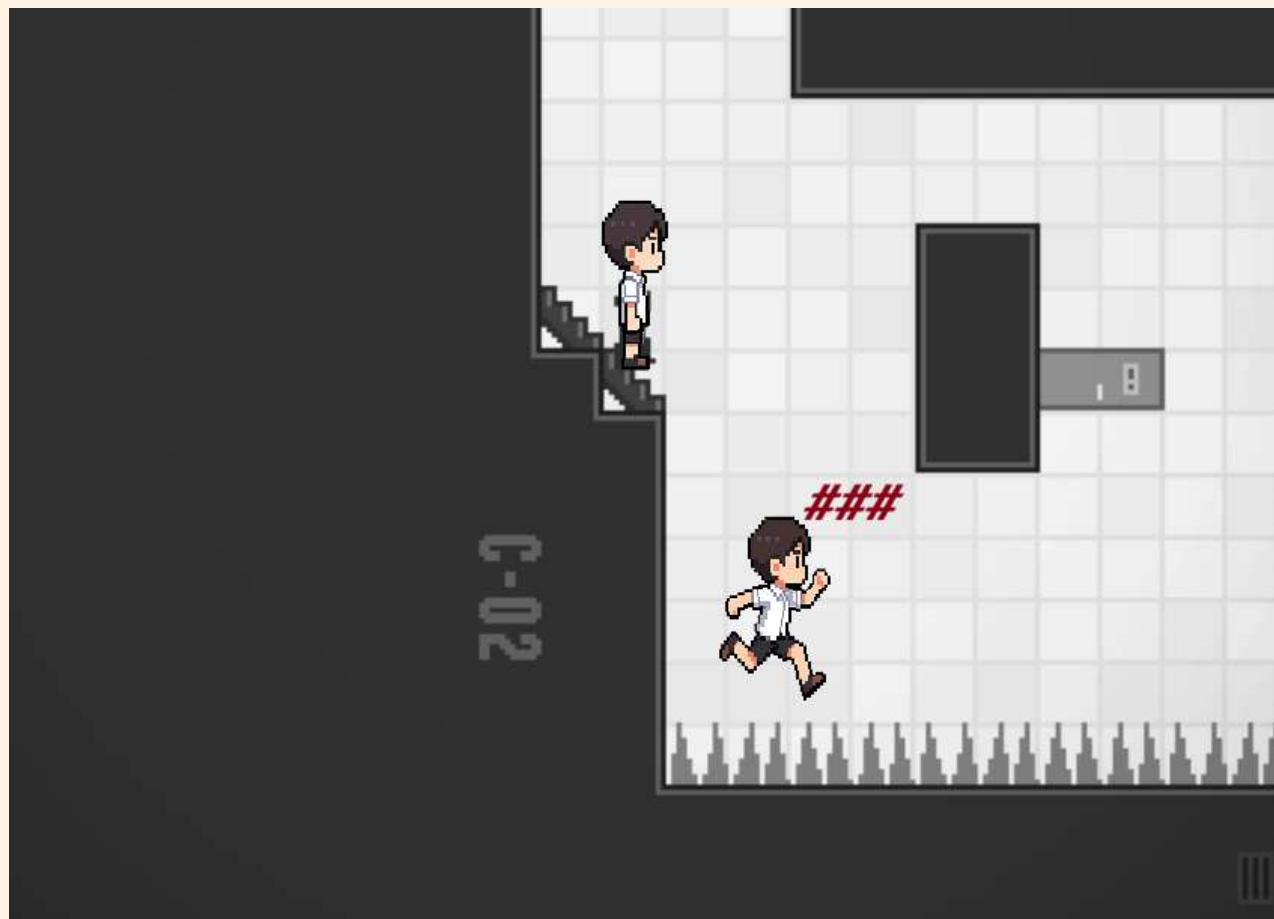
不旋转就出不去的房间





Mechanism II: Play with your Friend!

双人成行！





Possible mechanisms

这些我们仍在考虑 ...

Time Limit

关卡有时间限制



Single Player Pattern

一个人控制两个角色

Game Props

方便通关的道具



Walking Monsters

到处巡逻的敌人

PART.03

How to make?

C# Unity 从入门到入土...



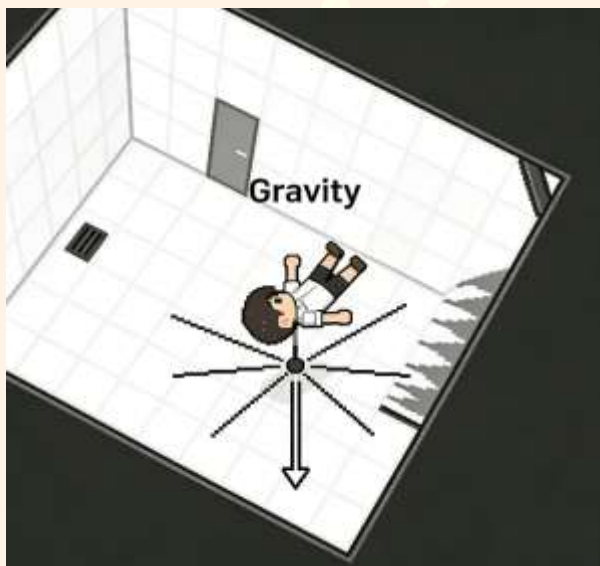


Challenge : Rotatable Scene?

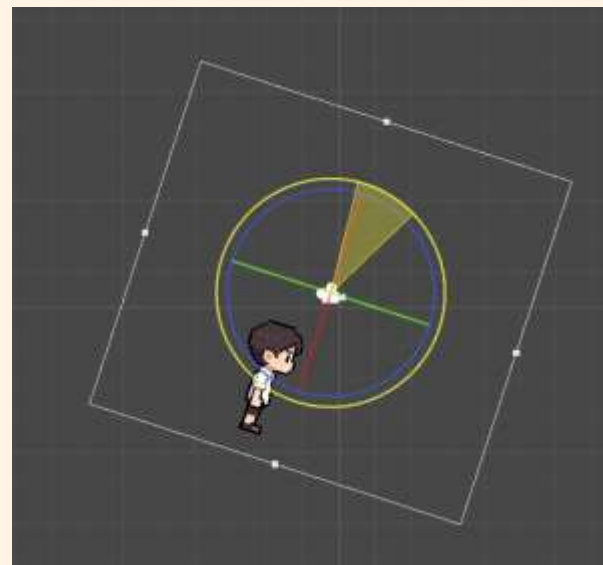
如何旋转镜头？



Rotate the gravity?



Rotate the Camera!



PART.04

Credits

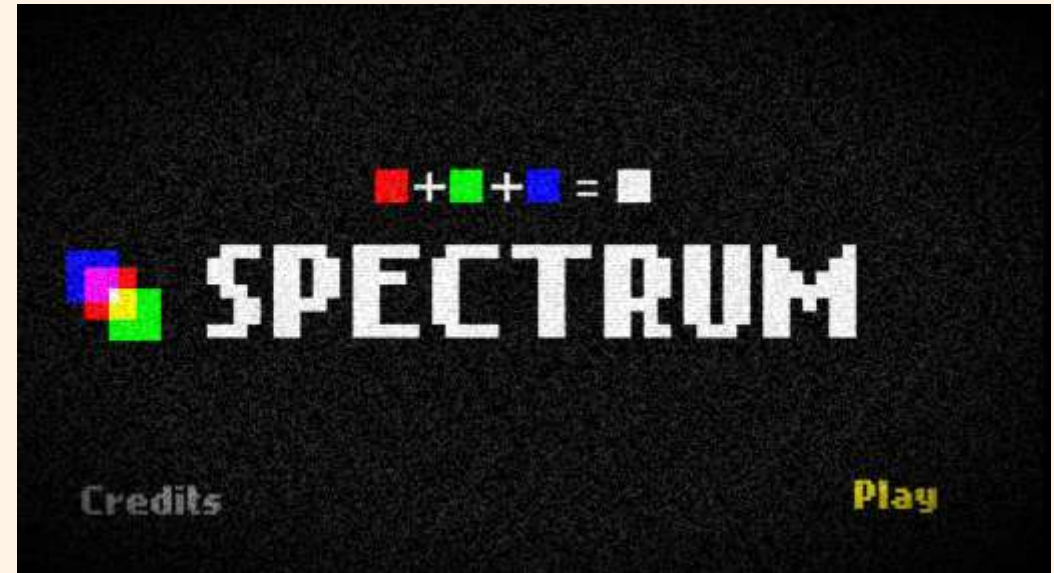
前人栽树，后人乘凉。



 Thanks *Light Wolf Studios* and *Calastrovsk*



Rotate: Collective
By *Light Wolf Studios*



Spectrum
By *Calastrovsk*

THANK YOU
AND DOUBAO

感谢您的聆听



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I'm Created by DOUBAO