

組別 **Team ID**：202502

專題屬性 **Category**：多媒體應用 (**Multimedia Applications**)

專題名稱 **Project**：星魂 (**Star Spirit**)

一、指導老師 **Advisor**：吳信成老師 (**Prof. Hsin-Cheng, Wu**)

二、組員 **Team members**：游家弘 (11114037)、江丞傑 (11114084)、和家羽 (11114091)、吳梓榮 (11114115)、葉喬湄 (11114151)、鄭詠銓 (11114160)、陳亦湘 (11114166)

三、系統環境 **System environment**：

(一) 軟體 **Software**：

作業系統 **Operating System**：Windows 11

語言 **Programing language**：C++

開發工具 **Toolkits**：Unreal Engine 5、Maya、ZBrush、Substance Painter、PhotoShop、Blender、Clip Studio Paint、Mureka、VRoid Studio、Visual Studio

(二) 硬體 **Hardware**：

CPU: Intel(R) Core(TM) i5-13420H CPU 或更高規格；顯示卡：NVIDIA GeForce RTX3060 以上；硬碟：512G；記憶體：24G RAM；顯示器：17 以上；螢幕最低解析度：1920\*1080 以上；設備需求：電腦、螢幕、鍵盤、滑鼠。

四、簡介：

(一) 系統簡述 (系統的主要功能)

《星魂 Star Spirit》是一款以劇情與策略回合為核心的角色扮演遊戲(RPG)。玩家將透過一對姊弟主角的視角，親身體驗他們在學院中成長、訓練與戰鬥的過程，並在一次次的任務中，逐步接近被親人隱瞞的真相，揭開學院與政府背後潛藏的黑暗陰謀。

遊戲中，玩家可使用鍵盤自由操控角色，在地圖上探索、與角色互動，推進劇情發展。戰鬥採用回合制策略系統，玩家需謹慎規劃行動與技能使用。角色能在戰鬥中緩慢恢復能量，當能量蓄滿，即可施放強力的必殺技，在關鍵時刻逆轉戰局。

(二) 特色 (系統的亮點)

- 角色建模精細，二次元風格紋理繪製。
- 戰鬥五大元素屬性：冰、火、風、電、無屬。
- 戰鬥採用回合制策略系統，玩家需謹慎規劃行動與技能使用。
- 精緻的場景設計及風格化的敵方怪物。
- 使用 AI 改變原創音樂及音效，引導玩家的情緒及帶入感。

## 五、 Introduction :

### Introduction

Star Spirit is a story-driven, turn-based strategy role-playing game (RPG). Players experience the journey through the eyes of a brother and sister duo as they grow, train, and fight within an academy. Through a series of missions, they gradually uncover the hidden truth concealed by their family and expose the dark conspiracy lurking behind the academy and the government.

In the game, players can freely control characters using the keyboard to explore maps, interact with others, and progress through the story. Battles adopt a turn-based strategic system that requires careful planning of actions and skill usage. Characters slowly recover energy during combat, and once their energy is fully charged, they can unleash powerful ultimate abilities capable of turning the tide of battle at critical moments.

### Features

- The character models are highly detailed, featuring hand-painted textures in an anime-inspired style.
- The battle system includes five elemental attributes: Ice, Fire, Wind, Lightning, and Neutral.
- Combat follows a turn-based strategic system, requiring players to carefully plan their actions and skill usage.
- The game features meticulously designed environments and stylized enemy creatures.
- AI technology is used to enhance original music and sound effects, guiding players' emotions and deepening their sense of immersion.