組別 **Team ID**：202504

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

專題名稱 **Project**：破戒迷符（**Rift-Sigil**）

一、指導老師 **Advisor**：邵程豪（Shao,Cheng-Hao）

二、**組員 Team members**：陳昱安(11114085) 許益睿(11114079) 鄧耀新
（11114121） 林家佑(11114145) 楊景翔(11114103) 甘駿浩(11114172)

三、 系統環境 **System environment**：

（一）軟體 Software：

作業系統 Operating System:Windows

語言 Programing language:Blueprint

開發工具 Toolkits: Unreal Engine 5、ZBrush、Maya、Blender、Adobe
Illustrator、Adobe Photoshop、Clip Studio Paint、Procreate

（二）硬體 Hardware：

CPU:Intel(R) Core(TM)i5-10210U CPU @1.6GH 或更高規格；硬碟:475G；
記憶體:8G RAM；顯示器:17 以上。

四、 簡介：

（一）系統簡述（系統的主要功能）

本遊戲《破戒迷符》為一款以中世紀幻想世界為背景的 3D 解謎闖關遊戲，由
Unreal Engine 5 製作。

玩家將扮演誤觸神秘符石而被傳送至異界的青年「沐塵」，在森林、洞穴與村莊間
展開冒險。

遊戲以「符文解謎與機關陷阱」為核心玩法，結合自由探索、互動式的劇情
與選項，讓玩家透過觀察環境與解讀提示逐步揭開符石之謎，體驗沉浸式的
冒險歷程。

（二）特色（系統的亮點）
- 關卡探索性：以「森林 → 洞穴 → 村莊」為主線遞進，玩家須透過互動
  與解謎推進劇情，如浮石陣行走、石板機關與符文光影謎題等。
- 互動式劇情：透過角色對話，環境敘事與事件觸發推進劇情，強化玩家與
  世界的連結
- 動態機關與挑戰：結合陷阱、謎題與敵對生物，讓玩家在緊張節奏中體驗
  解謎與生存交錯的樂趣。
- 視聽沉浸感：採用 Unreal Engine 5 全局光照與粒子特效，搭配中世紀風
  格音樂與環境音效，呈現真實魔幻氛圍。
- 模組化設計：關卡機關以藍圖模組架構製作，便於後續擴展新場景與謎
  題，提升可玩性與開發效率。

五、Introduction：

Introduction

The game **" Rift-Sigil "** is a 3D puzzle-adventure set in a medieval fantasy world, developed using **Unreal Engine 5**.

Players take on the role of **Mu Chen**, a young man who accidentally activates a mysterious rune stone and is transported to another realm.

The game centers around **rune-based puzzles and mechanical traps**, combining free exploration, interactive storytelling, and choice-driven gameplay.

Through observing the environment and deciphering hidden clues, players gradually uncover the secret behind the rune stone and embark on an immersive adventure.

Features

- **Explorative Level Design:** The main storyline progresses through *forest → cave → village*, requiring players to solve environmental puzzles—such as stepping-stone patterns, stone slab mechanisms, and rune light puzzles—to advance the story.
- **Interactive Storytelling:** Narrative progression is driven by character dialogue, environmental storytelling, and event triggers, deepening the player's connection with the world.
- **Dynamic Mechanisms and Challenges:** The game integrates traps, puzzles, and enemy encounters, blending moments of tension, survival, and problem-solving.
- **Immersive Visuals and Sound:** Utilizing UE5's global illumination and particle effects, paired with medieval-style music and ambient sound design, the game creates a realistic and magical atmosphere.
- **Modular System Design:** Puzzle mechanisms are built using a **blueprint modular structure**, allowing future expansion of new scenes and puzzles, improving both playability and development efficiency.