組別 Team ID：202501
專題屬性 Category：多媒體應用（Multimedia Applications）
專題名稱 Project：心境之途(Lost in Reverie)

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三、 **系統環境 System environment**：

（一）軟體 Software：

遊戲引擎 (Game Engines):Unreal Engine（UE5）

語言 Programing language: 藍圖系統 *(Blueprint Visual Scripting)*、C++

3D 建模美術與 2D 貼圖美術(3D Modeling Art Design&2D Art Design &Texturing): ZBrush、Substance、Painter、Maya、Photoshop、Procreate

（二）硬體 Hardware：

CPU： Intel(R) Core(TM) i7-14700K 5.4 GHz、16 核心或更高規格；硬碟:256G；記憶體:16G RAM；**顯示器：** 27 吋以上，解析度 2560x1440（144 Hz 或 以上刷新率）

四、 **簡介**：

（一）**系統簡述（系統的主要功能）**

主角穿越由書本、積木與紙板構成的奇幻世界，在玩具與零件交織的國度中尋找自己被困的原因；

透過觀察環境與玩具居民交流，逐步獲得解謎線索，展開充滿冒險、戰鬥與探索的旅程，逐漸知曉世界背後的故事。

（二）**特色（系統的亮點）**

- 故事性:本作品的設計理念源自《愛麗絲夢遊仙境》的奇幻與荒誕氛圍，延伸出玩具王國的概念，打造一個結合童話與現實投射的世界，讓居民與建築成為主角內心情感的象徵，透過遊戲的旅程帶領玩家探索主角的心靈與記憶。
- 可玩性: 直覺化操作體驗透過簡單指令完成動作，如跳躍、推拉、觀察、對話、使用道具；
  設計重點放在節奏與氛圍，不追求高速反應，而是讓玩家沉浸其中。
  解謎：需觀察環境中藏有線索（如紙片、齒輪、文字暗號）；
  戰鬥：與機械玩具或自我意識化的敵人對抗；
  探索：自由走動於玩具火車站、紙板森林、積木塔等奇幻地景。
- 技術性：作品整合了 **3D 建模、動畫製作、UI 設計、敘事腳本、音效與關卡設計**等多媒體技能；
  尤其是在動畫上結合了動態捕抓系統在虛幻引擎的動畫應用，和模型臉部表情的動畫製作讓作品呈現的更加自然沉浸；
  適合作為資訊設計與多媒體專題成果展出。

五、（1）Introduction：

The protagonist travels through a fantastical world made of books, building blocks, and cardboard.
Within this realm—where toys and mechanical parts intertwine—he seeks the reason for being trapped.
By observing the environment and communicating with toy inhabitants, the player gradually obtains clues to solve puzzles, embarking on a journey filled with adventure, combat, and exploration, eventually uncovering the story behind this mysterious world.

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(2) Features (System Highlights)

• Narrative:
The design concept of this work is inspired by the whimsical and surreal atmosphere of *Alice in Wonderland*, extending into the idea of a "Toy Kingdom."
It builds a world that merges fairy-tale fantasy with reflections of reality, where the residents and architecture symbolize the protagonist's inner emotions.
Through the journey, players are guided to explore the protagonist's mind and memories, experiencing both wonder and introspection.

• Playability:
An intuitive control system allows players to perform actions through simple commands—jumping, pushing, pulling, observing, conversing, and using items.
The design emphasizes pacing and atmosphere over speed or reflexes, encouraging immersion.

Gameplay elements include:

- **Puzzle-solving:** Observe the environment to find hidden clues such as paper scraps, gears, or coded messages.
- **Combat:** Engage in battles against mechanical toys or enemies representing fragments of self-awareness.
- **Exploration:** Freely navigate through imaginative landscapes such as the Block Library City, Cardboard Forest, and Gear Tower.

• Technical Aspects:
The project integrates various multimedia skills, including 3D modeling, animation production, UI design, narrative scripting, sound design, and level construction.
In particular, it combines **motion capture technology** with **Unreal Engine animation systems** and incorporates **facial animation** for characters, resulting in a more natural and immersive presentation.
This makes the work highly suitable for exhibition as a capstone project in information design and digital multimedia disciplines.