

DEVELOP AN ROLE PLAYING GAME WITH 3D CUT SCENE AND 3D MOVIE NAMES 'CYBER CRISIS'

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ABSTRACT

This proposed project will be developing with full multimedia features, interaction, and the game will contain small game. The game is named 'Cyber Crisis', the character in the game will be the combination of 3D and 2D, which means that the character in the game will not be presented in 3D format, but in 3D look. In order to attract user and increase creativity, 3D cut scene and 3D animation will be added-n to this game. 3D animation will be show automatic; when the user achieves some objectives of the game the 3D animation will not be show in long period. The 3D animation in game will be developing by using 3D studio max 5 and macromedia director. Macromedia flash will also be needed to assist the project development in .swf format by using macromedia flash.