

# INTERACTIVE CSRPG (COMIC ROLE PLAYING GAME) WITH 3D ANIMATION CUT SCENES

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## ABSTRACT

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'Battle of Irons' is the name of the game, this will be a unique game that control and animate by 2D graphics and 3D models with a unique design of storytelling styles of game play. It is similar with the market Role Playing Games but adding a comic feature in the game to enhance the entertainment of the game. Hopefully this game will bring another gaming experience to players and research such as reference to similar Japanese games in order it learns and improve the techniques that had been used. Study of designing of RPG and system development will be conducted in case of understanding the work flows of the games and design techniques. 3D studio max will be use to create 3D object, Macromedia director and flash are for developing 2D pictures and scene. Concept of this CsRPG is that comic style is the main for the game and RPG is the system of the game. Further research will e conducted in order to understand the system flow.