



Thailand - Japan Student ICT Fair 2024

Tina Tales

an rpg-platformer adventure

PROBLEM

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The purpose of our game development project is to create a program that allows people to escape from daily routines and engage in an adventurous experience that fosters creativity and imagination. The programming language C# is used for this project. Developed by Microsoft under the leadership of Anders Hejlsberg, C# is an object oriented programming language that incorporates the advantages of C and C++ in computational capabilities, the simplicity of Visual Basic, and elements from Java, making it ideal for use with the .NET Framework.

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FRAMEWORK

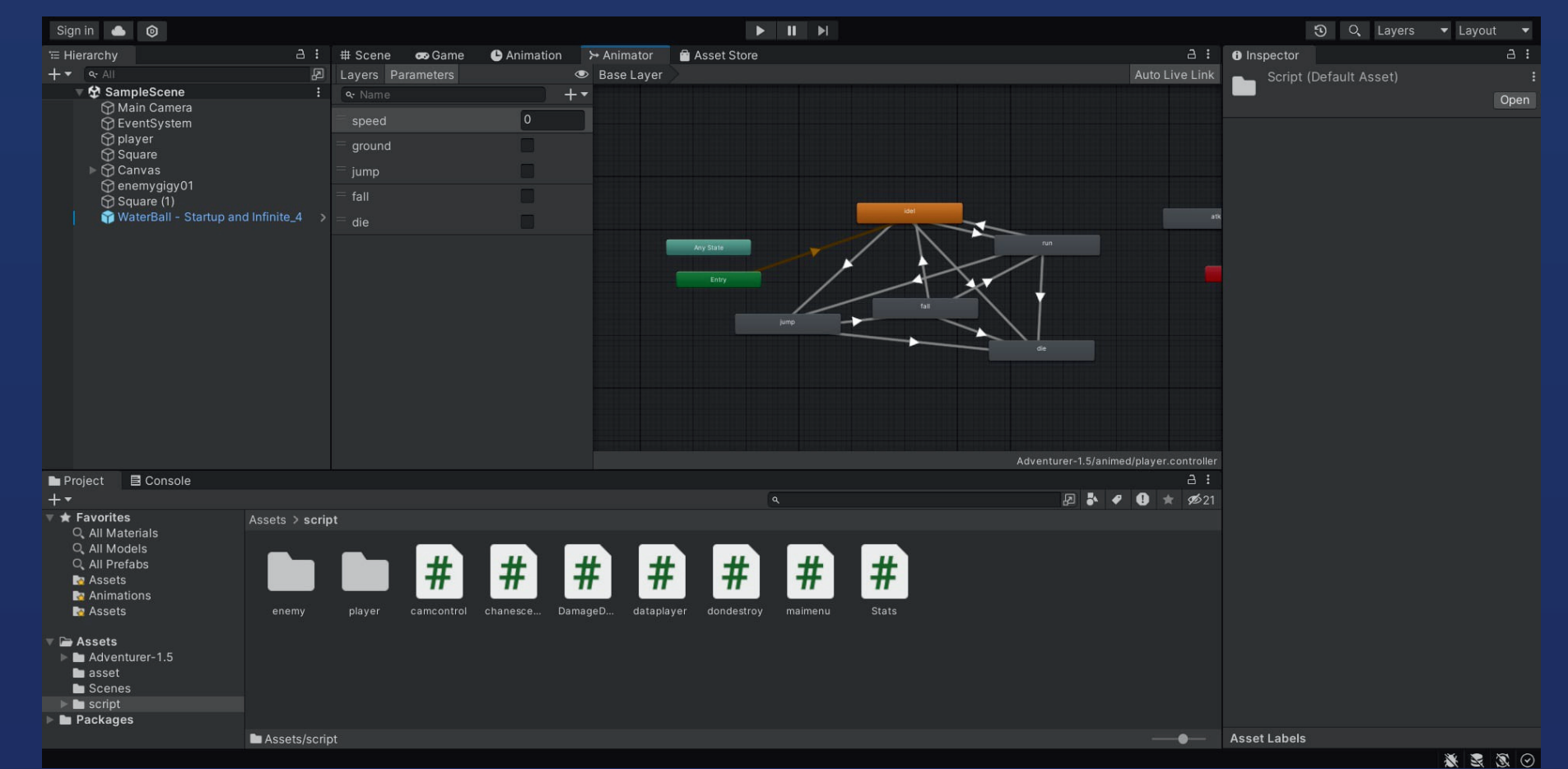
Research



Study relevant documents and research on popular game formats, both in Thailand and internationally.

Process

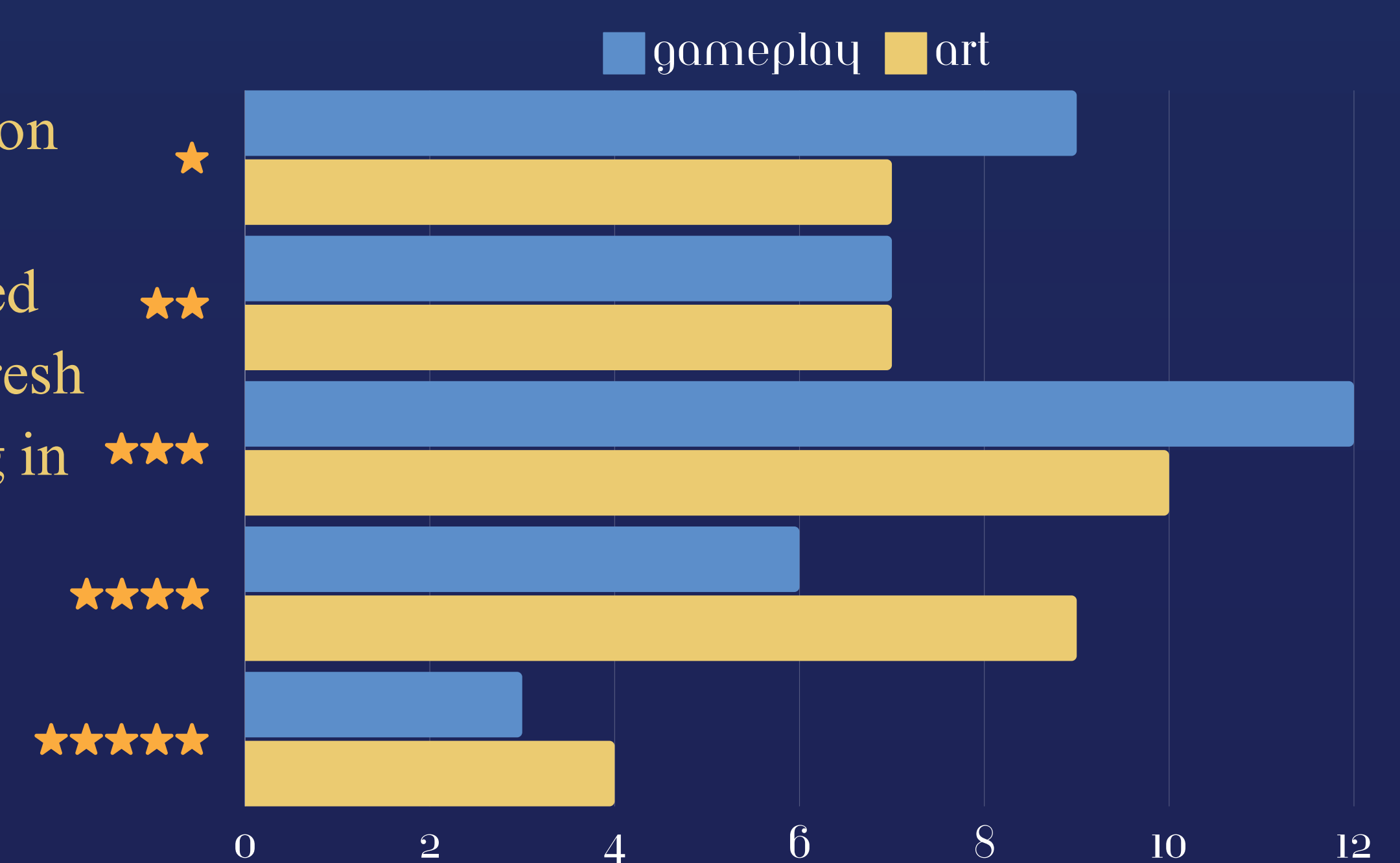
1. Write and organize the storyline for the game.
 2. Design the game's characters, sounds, and select the theme.
 3. Draw characters and compose music to be used in the game.
 4. Create a development flowchart for the game.
 5. Begin developing the game using Visual Studio alongside Unity.
 6. Code the written storyline into the game.
 7. Integrate the characters and music created into the game.
3. Finding and Discussion



The game development process using C# and Unity focuses on evaluating the results of game development and the operational process of the project team. This project has successfully achieved its objective of creating a game that provides enjoyment and a fresh experience for users. The project team has learned programming in C# and how to use Unity for game development, which are essential skills that can be applied to future projects or further game development. Game testing has shown that the developed game functions effectively and is ready for practical use.

FINDING

III



INTERPRETATION AND CONCLUSION

Tina Tale : A RPG-Platformer Adventure is a video game project with the purpose of developing Tina Tale, Tina Tale is a video games label as platformer and adventure game that focuses on the story of the game. The story is about a young girl who needs to overcome her fears and tries to find the truth about her hometown. The game is designed for Windows devices. Tina Tale is developed using Unity and programming using Microsoft Visual Studio in C# language. The project also uses illustration programs including Procreate and Adobe illustrator for visual design and animation. In the current state of the project it is still under development. We are planning to only release demo versions of the game for now. The content that will be released with the demo version includes 1 out of 5 chapters of the game and the fully functional main character and fighting system. Upon further development, this game will come up with a continuing update about the story and more gameplay. We'll try to get responses from the players and fix as many bugs as we can to make the game experience as smooth as possible.



REFERENCES

V

- <https://youtu.be/0UUCkR4ey1U?si=fvhrL8ATHTM4B4pD>
- <https://youtube.com/playlist?list=PLs7ibWRUM5eGkbbfgt56U3QQbf8S6dduL&si=N0iO E-5dpC3MWmOT>
- https://youtube.com/playlist?list=PLltVQYLz1BMAq2fsXLKzGS1eFNxl0-z0I&si=NCfttgwJ_5Pr9IwG
- https://www.w3schools.com/cs/cs_getstarted.php
- <https://learn.unity.com>