



Summary

FIVE is a survival game set in a city where the player controls many robots to collect items, build new devices and upgrade robots to survive longer. The Android World Script Language allows player to control multiple robots together as well as WASD keys.



- Generating Inventory and Blacksmith layouts through UI System
- Inventory and Blacksmith's inventory system are synchronized



- Pickable items placed in the terrain



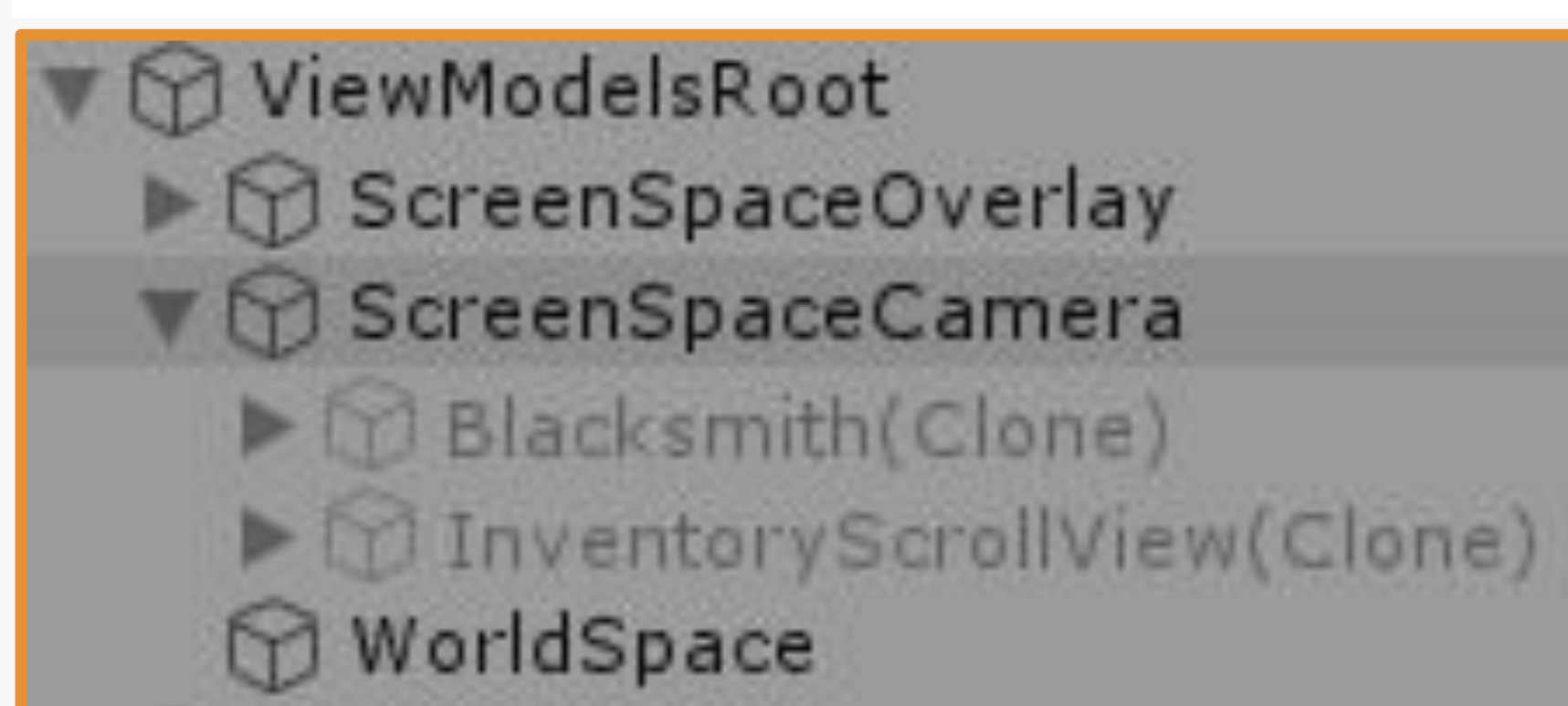
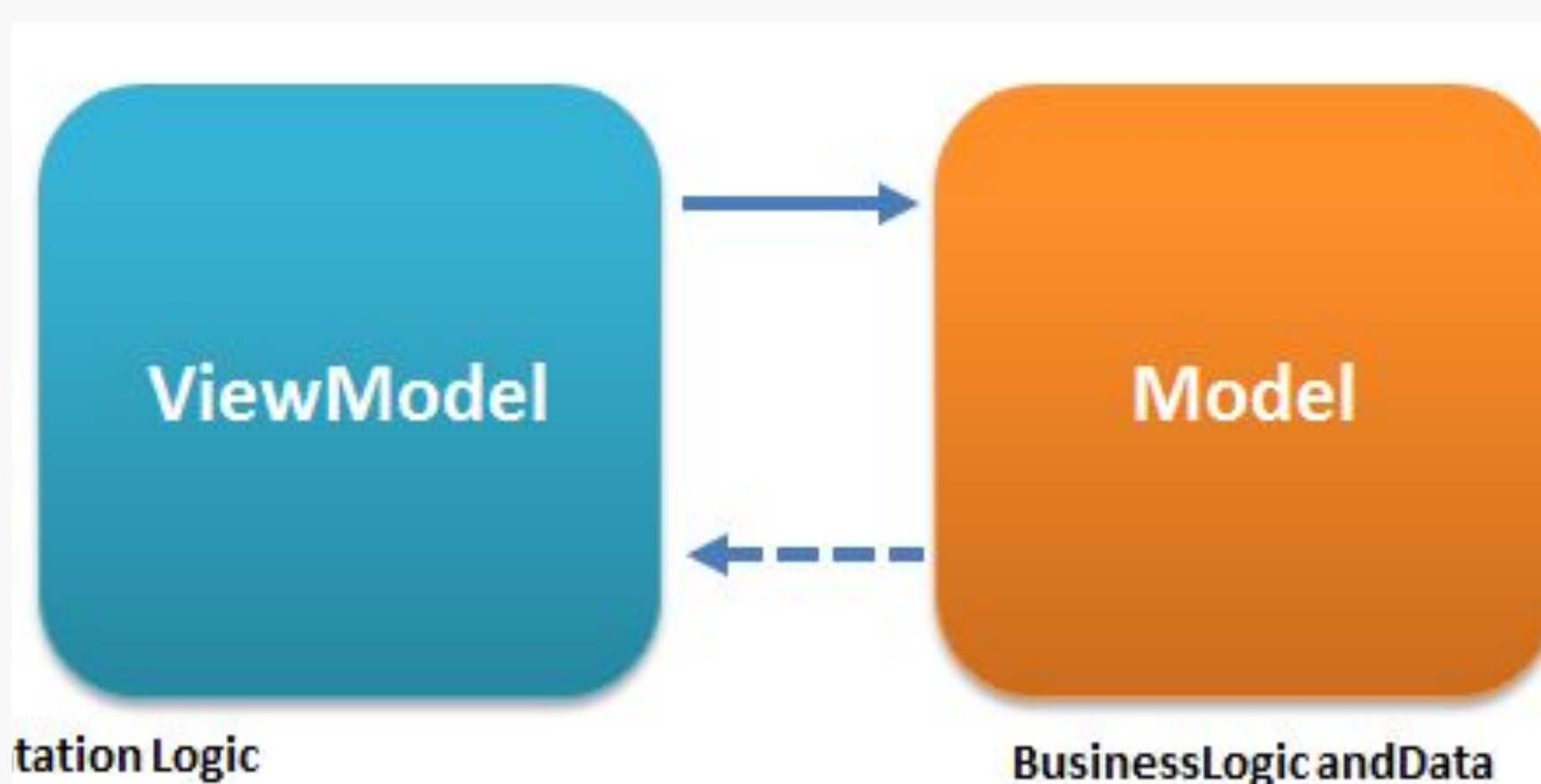
- Rendering occurs when mouse over the pickable items



Pick Items, Inventory, Blacksmith

UI System

VM (View-Model)



- **MVVM (Model-View-ViewModel) pattern**, the VM pattern chopped XML as the UI layout script and use the prefabs that has been created
- All UIs are managed in one single **Canvas**
- Easy to manage

Android World Script Language

- A Lua-like script language to control robots in game
- Use Moon-sharp for Lua syntax and semantics support in C#
- Interoperate C# object and function inside AWSL
- Native performance support with controllable execution fit for gameplay
- One script applies for all robots (SIMD)
- Use robot ID in script to decide what to do for each robot
- Shared memory between robots
- Execution speed depends on the clock speed of robot's CPU
- AWSL Variables:
 - Shared: Shared data storage
 - Self.ID: Robot ID
 - Distance: From the fixed objects
- AWSL Functions:
 - forward, backward, left, right

```

1 function main()
2   if Self.ID % 2 == 1 then
3     while true do
4       forward(10)
5     end
6   else
7     while true do
8       backward(10)
9     end
10  end
11 end

```

function main() ... end

if ... then ... [else ...] end

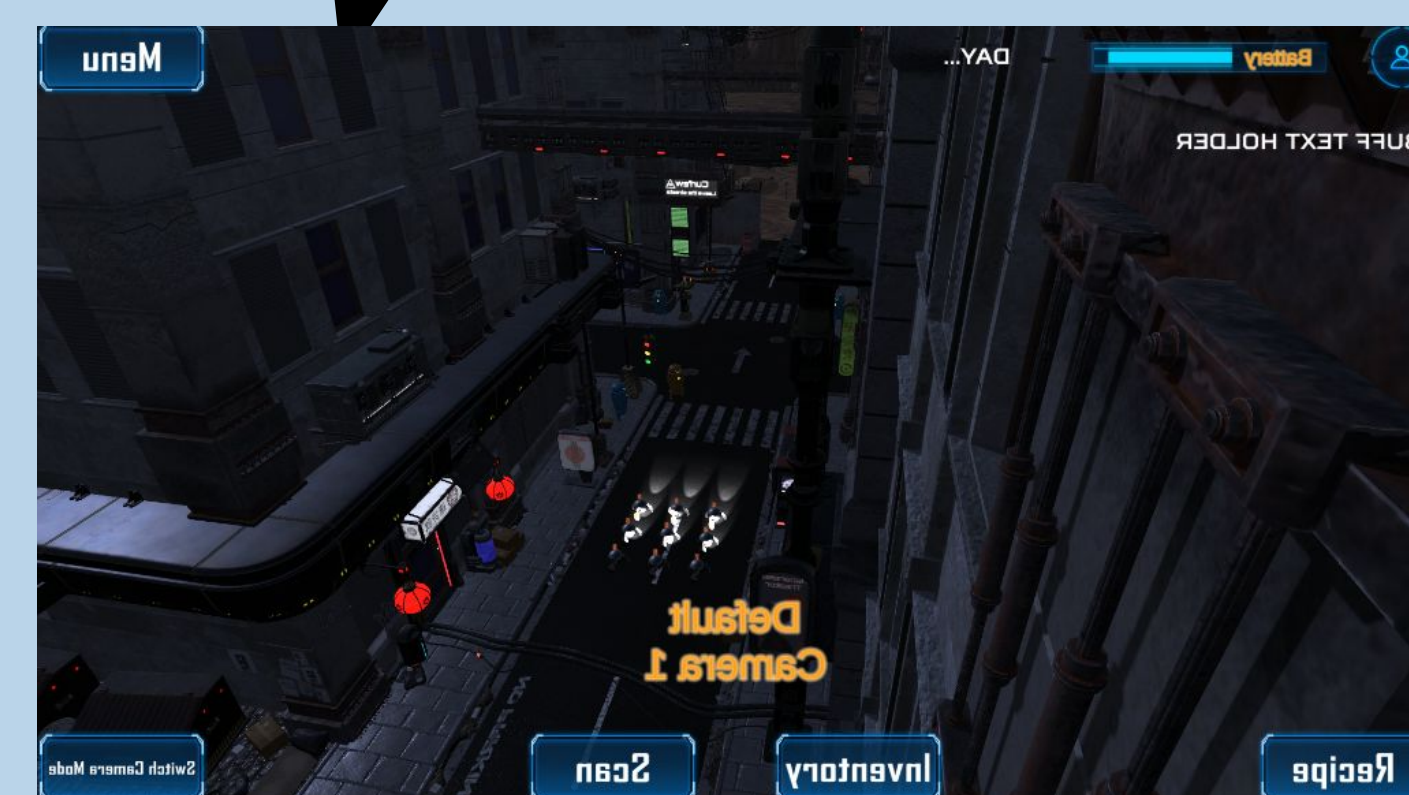
while ... do ... end

a == b and/or c < d

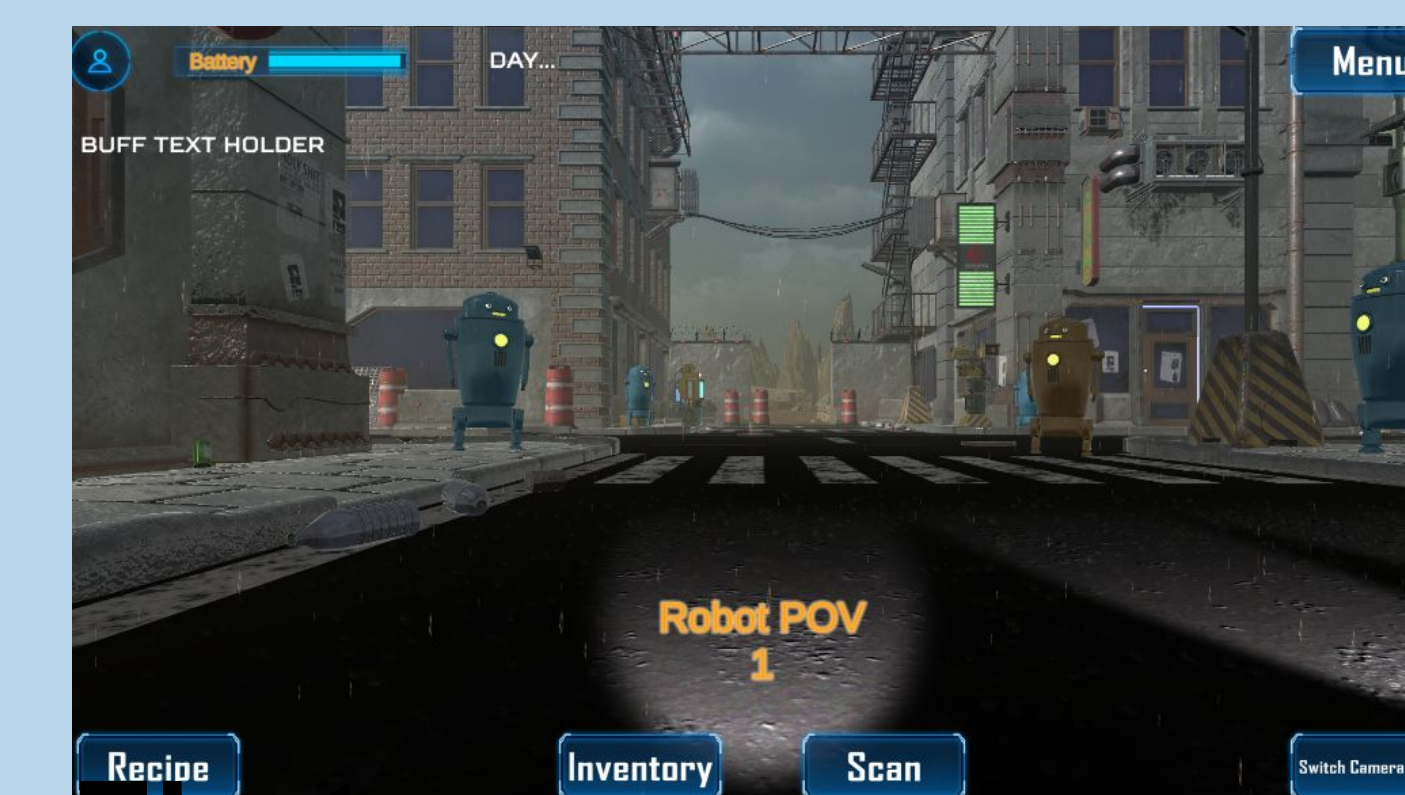
Camera



- Scrolling screen for multiple cameras
- Mouse click based camera switching
- Camera shaking

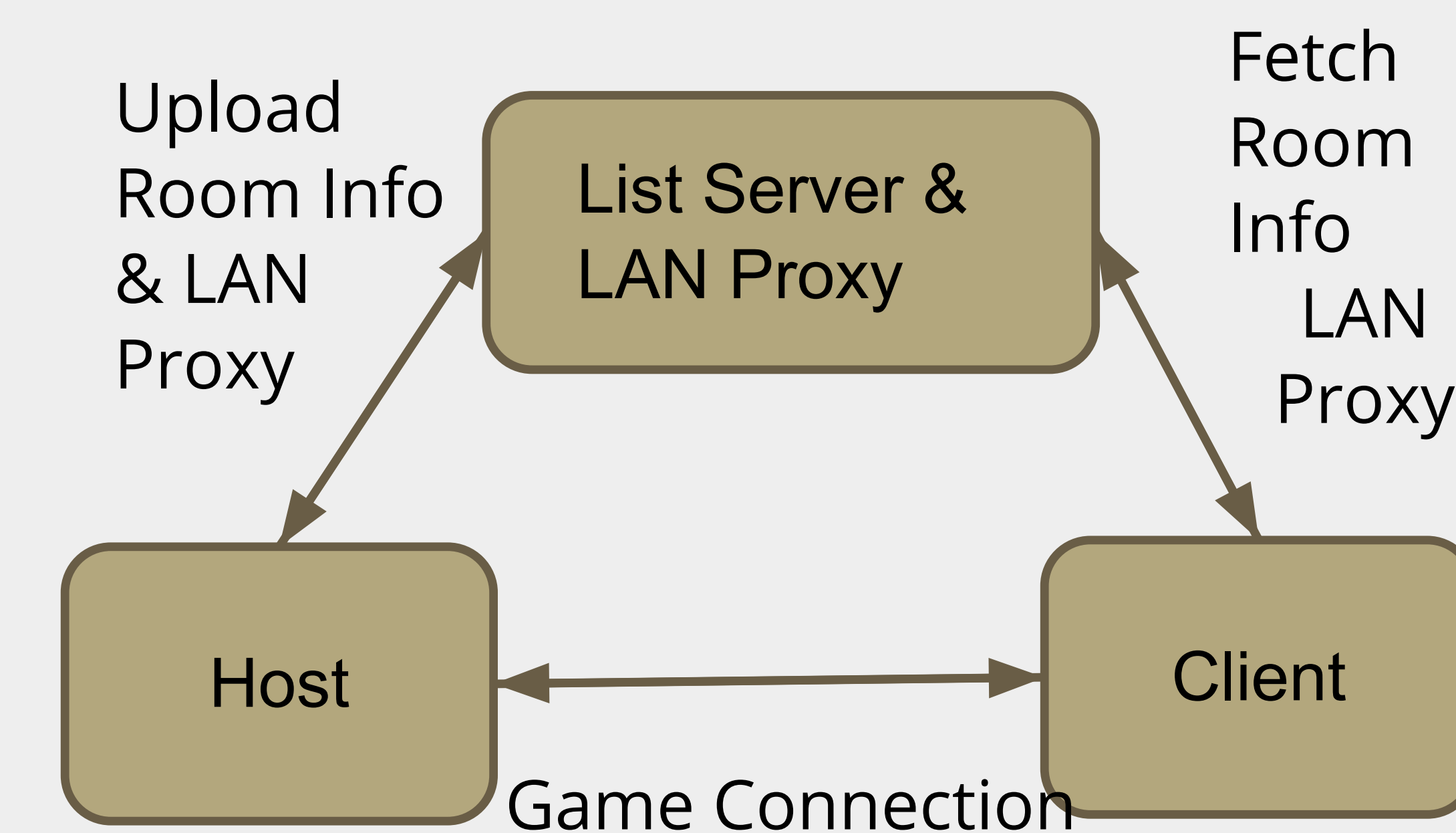


Third person view



First person view

Network Framework



- Self-hosted game room
- Room info manager by remote node
- LAN Proxy if needed

City: interact with NPCs, collect batteries and build new devices in Blacksmith

Desert: Collect electronic components and fight with alien enemy

