

基于 Cocos Creator 的 RPG 游戏《清弦之歌》的设计与实现

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律责任。

摘 要

在当下网络环境下，RPG 游戏依旧深受大多数玩家的喜爱，但游戏开发商都把全部的精力致力于创造出一款独一无二的战斗系统，RPG 游戏已经背离了原先的创作模式。一款内容丰富、游戏玩法多样、世界观独特的 RPG 游戏是现在市场的需求，也是对本项目的需求。本文游戏《清弦之歌》将由 Cocos Creator 游戏引擎开发，深入分析市场需求，设计实现了角色操作、遥感、NPC 对话、怪物系统、选角系统、五行属性等模块，完整的完成了游戏功能逻辑的设计。为了保证游戏能够正常运行，对游戏各个功能进行了测试，通过对测试的结果说明，本游戏已达到了预期目标。

关键词：角色扮演，Cocos Creator，五行，交互，功能

ABSTRACT

In the current network environment, RPG game is still popular with most players, but game developers are all committed to creating a unique combat system, RPG game has deviated from the original creation mode. An RPG game with rich content, various game playing methods and unique world outlook is the demand of the current market and the demand of this project. In this paper, the game "Song of clear string" will be developed by cocos creator game engine, in-depth analysis of market demand, design and implementation of role operation, remote sensing, NPC dialogue, monster system, angle selection system, five element attributes and other modules, complete the design of the game function logic. In order to ensure the normal operation of the game, all functions of the game are tested. The test results show that the game has reached the expected goal.

Keywords:role play, Cocos creator, five elements, interaction, function

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