

研究テーマ

ゲーム制作

発表形式

研究発表

学校名・科

群馬県立前橋工業高等学校 電子科

1 研究のねらい

- ・ゲーム制作を通して



- ・ゲームがどのようにして作られておるか
- ・グループワーク
- ・JavaScript



を学ぶ

2 研究計画

- 4月：設定考案
- 5月：ストーリー制作
- 6月：マップ制作
- 7, 8月：プロット、PDCA
- 9月：修正
- 10月： |
- 11月： ↓
- 12月：マスターアップ



3 研究内容

- (1) RPG ツールを使用したゲーム制作
- (2) アイビスペイントを使用したイラスト制作
- (3) JavaScript を使用したプラグインの追加



4 研究成果と課題

- ・ゲーム制作についての知見を深めることができた
- ・グループワーク、JavaScript を学ぶことができた
- ・ゲームをある程度形にできた
- ・特定の人に負担が偏ってしまった
- ・内容のことでもめることが度々あった
- ・計画通りに進めることができなかった

```

(function () {
  var $ = jQuery;

  // =====
  // * 初期化
  // =====
  var $game_system_initialize = Game_System.prototype.initialize;
  Game_System.prototype.initialize = function () {
    $game_system_initialize.call(this);
    // For view_judge_pos
    this.judge_pos = [];
    // this.judge_pos[0] = this.set_judge_pos(0);
    // this.judge_pos[1] = this.set_judge_pos(1);
    // this.judge_pos[2] = this.set_judge_pos(2);
    // this.judge_pos[3] = this.set_judge_pos(3);
    // this.judge_pos[4] = this.set_judge_pos(4);
    // this.judge_pos[5] = this.set_judge_pos(5);
    // this.judge_pos[6] = this.set_judge_pos(6);
    // this.judge_pos[7] = this.set_judge_pos(7);
    // this.judge_pos[8] = this.set_judge_pos(8);
    // this.judge_pos[9] = this.set_judge_pos(9);
    // this.judge_pos[10] = this.set_judge_pos(10);
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    // this.judge_pos[15] = this.set_judge_pos(15);
    // this.judge_pos[16] = this.set_judge_pos(16);
    // this.judge_pos[17] = this.set_judge_pos(17);
    // this.judge_pos[18] = this.set_judge_pos(18);
    // this.judge_pos[19] = this.set_judge_pos(19);
    // this.judge_pos[20] = this.set_judge_pos(20);
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    // this.judge_pos[26] = this.set_judge_pos(26);
    // this.judge_pos[27] = this.set_judge_pos(27);
    // this.judge_pos[28] = this.set_judge_pos(28);
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    // this.judge_pos[30] = this.set_judge_pos(30);
    // this.judge_pos[31] = this.set_judge_pos(31);
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    // this.judge_pos[38] = this.set_judge_pos(38);
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    // this.judge_pos[40] = this.set_judge_pos(40);
    // this.judge_pos[41] = this.set_judge_pos(41);
    // this.judge_pos[42] = this.set_judge_pos(42);
    // this.judge_pos[43] = this.set_judge_pos(43);
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    // this.judge_pos[66] = this.set_judge_pos(66);
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    // this.judge_pos[71] = this.set_judge_pos(71);
    // this.judge_pos[72] = this.set_judge_pos(72);
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    // this.judge_pos[80] = this.set_judge_pos(80);
    // this.judge_pos[81] = this.set_judge_pos(81);
    // this.judge_pos[82] = this.set_judge_pos(82);
    // this.judge_pos[83] = this.set_judge_pos(83);
    // this.judge_pos[84] = this.set_judge_pos(84);
    // this.judge_pos[85] = this.set_judge_pos(85);
    // this.judge_pos[86] = this.set_judge_pos(86);
    // this.judge_pos[87] = this.set_judge_pos(87);
    // this.judge_pos[88] = this.set_judge_pos(88);
    // this.judge_pos[89] = this.set_judge_pos(89);
    // this.judge_pos[90] = this.set_judge_pos(90);
    // this.judge_pos[91] = this.set_judge_pos(91);
    // this.judge_pos[92] = this.set_judge_pos(92);
    // this.judge_pos[93] = this.set_judge_pos(93);
    // this.judge_pos[94] = this.set_judge_pos(94);
    // this.judge_pos[95] = this.set_judge_pos(95);
    // this.judge_pos[96] = this.set_judge_pos(96);
    // this.judge_pos[97] = this.set_judge_pos(97);
    // this.judge_pos[98] = this.set_judge_pos(98);
    // this.judge_pos[99] = this.set_judge_pos(99);
  };
}());

```

5 感想

アットホームで泣けるほど素晴らしい職場だった
 ゲーム作りに携わることができてよかった
 いい仲間をもって感動した

特定の人に負担が偏ってしまったのは反省点

自分の筆の遅さとゲームや漫画、CM などに出てくるイメージキャラクターなどを作る作業が
 分かった

