

記憶 · 廣彩瓷

Memory · Canton Porcelain

广彩瓷作为广州地区的一种特别的艺术品，我们有必要对其传统文化进行传承。作为一种瓷器文化，要让人们记住它的造型，与其他瓷器有所不同的绘画与艺术风格便成了此次游戏设计的难点。我们的设计灵感来源于人们对一门传统文化的反复了解与多重记忆。多看、多听、参与式的游戏化方式让人们记忆住与之相接触的广彩瓷文化。

Our design inspiration comes from people's repeated understanding and multiple memories of a traditional culture. Seeing more, listening more and participating in the game way let people remember the Guangcai porcelain culture in contact with it.

第三小组:

Group 3:

潘宇
于欣平
王子蕙
吴沂峰
林毓鑫

Pan Yu
Yu Xinping
Wang Zihui
Wu Yifeng
Lin Yuxin



关卡设计: 第一关, 难度偏低, 记忆的图片较少

Level design: the first level, the difficulty is low, the memory of the picture is less



第二关: 增加障碍物, 添加妨碍视觉的因素, 如: 公鸡

The second level: increase obstacles, add factors that hinder vision, such as: rooster.



第三关: 难度加大, 玩家需要记忆5张广彩瓷图片的顺序并按顺序点击

The third level: the difficulty increases, the player needs to memorize the order of 5 wide color porcelain pictures and click in order



扫描二维码体验

保护传承非物质文化遗产, 挖掘中华优秀传统文化精髓。

We should protect and inherit intangible cultural heritage and tap the essence of Chinese excellent culture.

