Behavior-Oriented Multiplayer Online Role Playing Game:
The Study and Implementation of the Graphics Systems

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Abstract

The objective of this thesis is to prove that a skeletal based animation model will perform better than the morph target animation, to prove that a system that uses an asset management will perform better than the one that doesn’t and to create the graphic system that will be used for ChibiWars MORPG.

Book study, which consists of several books and internet resources, will be one of the method of study in this thesis, and also several performance comparison test and a survey will be used to determine the results.

The result for both of the hypothesis is conclusive and is implemented currently on the ChibiWars graphics system, the survey also returns a positive results from the testers.

The skeletal based animation models are used in ChibiWars, and so is the Asset management system because both of them have a better performance compared to its counterpart.

Key words
MORPG, Irrlicht, Bone, Frame, Animation, Game, Assets.