

Detailed Features

COMBAT SYSTEM

- already included a preset combat system (editable)
- AI enemy awaits for free turn to attack, then, after a defined period of time, it looks again for the opponent
- AI enemy attacks once close to opponent and no other character is currently attacking
- chance to hit depends on: opponent's animation speed and skill parameters; player's speed and skills
- move and special moves available (bombs and energy)
- auto-target (user action, press-button) function available; targeted enemy changes color; dying enemy changes color

INCLUDED DEMO

- the engine includes: 1 full-playable free-roaming game (Fallen Angel); 1 tech-demo (Visual Nature)
- while Fallen Angel is a free-roaming game, with missions and a playable campaign, Visual Nature is a technology demo with intention to show I.S. Engine potentialities and performances (shader-based rendering)
- some of the features included in Visual Nature: Color Map (define the colour of the ground); Detail Map (add reflections and details to the ground); Grass Texturing (the grass moves along the wind and is made of high-details textures - res. 512*512); Tree Calculation (ground altitude and other parameter define tree types; each tree comes along with different rules, textures, height, leaves and colours for lighting); LOD (far trees are rendered as facing tree sprite. Grass and rocks are not rendered after a set view distance); easy editing and automatic landscape generation (by setting parameters)

