

# Banja. Flash Programming System & Game Design

Guillaume Clary  
Team cHmAn  
gomoy@teamchman.com

## Abstract

Banja is the first communal adventure game in 3D flash on the web.

## 1 Introduction : Overall presentation of the game

The game and its goal : type of game, segmentation into episodes, an evolving game world

The principles of interaction : moving a character around on an island made up of picturesque settings; the character meets people, talks to them and can perform various actions.

The evolution of the game world over time : a new episode each month with the arrival of new characters, opening of new zones, real-time life

A persistent world. Characters, plants and animals have their own life : the cycles that are triggered by the player or independent from his actions.

The use of a database : recording of objects, actions, scores. ASP technology and network engine.

The intervention of multiplayer variables : Communal actions.

Communal aspects : Mini-games : the battle of scores. Instant messenger and player's contacts list. Chat rooms: exploitation of the motion engine. Forum : creation of a community

Evolution via publicity : dynamic advertising spaces, boutiques, juke-box, cinema, events, etc.

## 2 Exposition : Architecture of the game

Architecture of the game and basic segmentation : the zones, engines and interactions.

Links between the zones and the loading engine : organization of game zones in groups.

Links between the dialogues and the dialogue engine : segmentation of dialogues into basic elements (visualization of a dialogue, exposition of elements).

The language engine : advantages of this engine: optimization of the production.

The training mode, help during the game and inventory : ergonomics and explanation of primordial functions to the player, tools placed at the player's service in the inventory

## 2.1 Example 1 : analysis of a zone

Presentation of interaction modules in a zone : collision and hit zones, etc.

“Bwipi,” : the motion and collision engine. Management of perspectives and character's graphics..

Use of a shared library for the common elements (plants, rocks, animals, etc.).

Use of a “Bwipi” de-bugging tool. Visualization of actions, objects, days and multi-player variables.

## 2.2 Example 2 : analysis of dialogue editing

The delocalization of dialogues from the zones : externalization of dialogues (repetition, a single element to be changed for updates).

Exposition of dialogue engine : saving time, creating a file “.as,” a table of dialogue lines to be loaded and exploitation of the loading engine.

Exposition of the traditional dialogue structure : thanks to the dialogue engine, the creation of a simple dialogue structure: “Hello, question, answer, choice”

Making dialogue more complex by adding variable tests. Entry into a zone : interaction with the loading engine and dialogue summons from the entry zone

## 3 Conclusions and Future Work

The world of Banja is not just a technical amalgam. It opens up to new markets and is adapted to other supports such as a video game, and a 3D animated cartoon in development.